

Greyhawk Rebooted

576CY



Module H1

The Village of Hommlet

Original Module by Gary Gygax

5e Reboot by K. Scott Agnew

Introductory to Novice Level

The village of Hommlet has grown up around a crossroads in a wooded area of the eastern Kron Hills. Once far from any important activity, it became embroiled in the struggle between gods and demons when the Temple of Elemental Evil arose a few leagues away. Luckily for its inhabitants, the Temple and its evil hordes were destroyed almost a decade ago, but recently Hommlet has again begun suffering from incursions of bandits and rumours of strange monsters in the hills and marshes of the region have been growing louder. The folk of Hommlet are becoming increasing on edge.

This adventure module contains maps of the village and its surrounding lands along with details on the various residents and establishments to be found in the village. It is intended as a 5e introduction to the Greyhawk Rebooted setting and also contains a number of plot hooks and story ideas. Future adventure modules will expand upon this base.

First Release June 2021

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 WGA4 Vecna Lives
 Ivid the Undying online accessory

and others by TSR based on the work of Gary Gygax

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The Village of Hommlet



Ten leagues south of the well-established city of Verbobonc, within the Kron Hills that lie east of the Lortmil Mountains and just west of the Gnarley Forest, nestles a small settlement with a long and storied history. This unremarkable village, called *Hommlet*, witnessed the growth of one of the greatest centers of corruption the world would ever know: *the Temple of Elemental Evil*.

Hommlet is a small village with a population of around one hundred people. Technically this makes the community a hamlet but it is generally referred to as a village. The community is not ruled by a mayor or a town council as many others are. Once Hommlet was part of the demesne of the Garand family, the Earl of Hill Moor. The family seat is at the now abandoned Hill Moor Keep a day's travel to the southeast of Hommlet. The Garand's turned to

evil, served with the Temple of Elemental Evil and saw their family home destroyed before they were either killed or driven from the land.

Instead, the village is now officially governed by a *sheriff*, a commoner who is a direct representative of *Viscount Wilfrick of Verbobonc*. Sheriff Hesta is the current sheriff and she served as the Viscount's squire at the Battle of Emridy Meadows. She governs with the counsel and advice of two retired adventurers, Burne and Rufus, and receives additional input to major village decisions from the representatives of the two most popular faiths in the region, the *Canon of the Church of Saint Cuthbert* and the *Druid of the Grove* and others.

Few grumble when it comes time to pay their taxes and a percentage of those taxes are paid to Burne and Rufus for their active protection



of the village and region. Most everyone appreciates the protection Rufus and Burne's soldiers provide, as well as the role the two played in the downfall of the original Temple of Elemental Evil (and the threats they have overcome to protect the village since then).

Above all, Hommlet is a peaceful, contented place. Its people are well fed, safe, and happy with their lot. However, they are wary, for their happiness has been threatened more than once in the past. The people, particularly those who have lived in town a long time, watch with interest the comings and goings of suspicious strangers, and they keep an eye on the old moathouse and temple that were sites of not one but two malevolent insurrections over the years.

Hommlet is at a crossroads. To the north is the mighty Velverdyva River, along whose south bank runs the Lowroad. Many days' travel to the east, on the shores of the Nyr Dyv, *Lake of Unknown Depths* is the great walled city of Dyvers, the village of Sobanwyd about halfway along the route. Below that to the southeast and east are miles and miles of forest, the Gnarley, beyond which is the Wild Coast, Woolly Bay, and the Sea of Gearnat. The road south forks a league or so beyond the little community, one meandering off towards the Wild Coast, the other rolling through the lower Kron Hills to the village of Ostverk and then eventually turning southwards again into the elven *Kingdom of Celene*. The western route leads into the very heart of the gnomish highlands, passing through *Greenway Valley* about a day's travel distant and going onwards to the *Lortmil Mountains* far beyond.

The village is largely human of mixed oeridian and flannae blood with a pair of dwur brothers and their families. A single hobniz family works as the village's wagoner and wheelwright. Olvenfolk pass through Hommlet regularly, coming to and fro from the Kingdom of Celene and the depth of the Gnarley Forests to the south. There are also a handful of demi-euroz and even a demi-eiger currently in town

employed as heavy labourers on the keep's construction although they typically keep to the tent city north of the construction site.

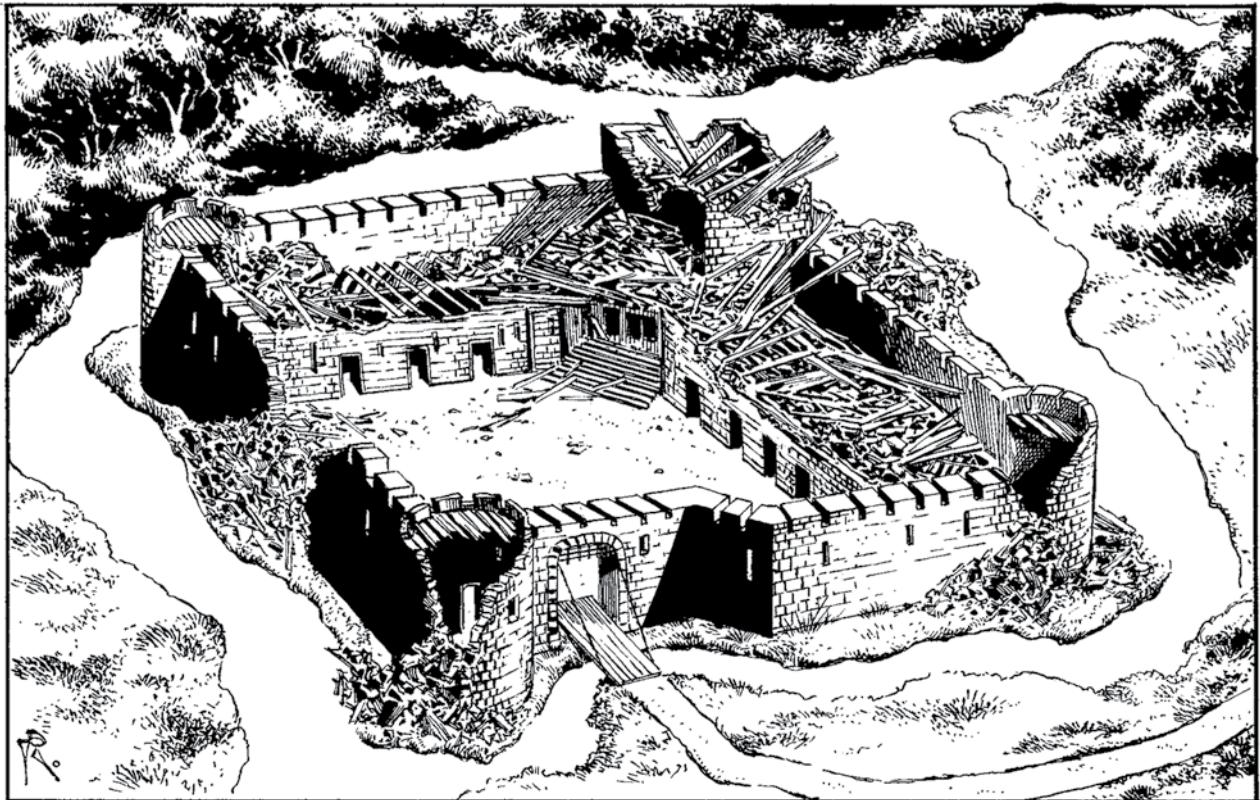
Hommlet grew from a farm or two, a rest house, and a smithy. The roads brought a sufficient number of travellers and merchant wagons to attract tradesmen and artisans to serve those passing through. The rest house became a thriving inn, a wheel and wainwright settled in the thorpe, and more farmers and herdsmen followed, for grain was needed for the passing animals, and meat was in demand for the innfolk. Prosperity was great, trade was good, taxes were low and the land was untroubled by war or outlaws or ravaging beasts. The area was too free, too beautiful, too bountiful, at least in the eyes of some.

Whether the evil came west from Dyvers as is claimed by one faction, or crept up out of the forestlands bordering the Wild Coast as others assert, come it did. At first it was only a few thieves and an odd group of bandits molesting the merchant caravans. Then came small bands of humanoids—celbit or jebli—raiding the flocks and herds. Local militia and foresters of the Waldgraf of Ostverk apparently checked, but not stopped, the spread of outlawry and evil.

A collection of hovels and their slovenly inhabitants formed the nucleus for the troubles which were to increase. A wicked cleric established a small chapel at this point. The folk of Hommlet tended to ignore *Nulb*, even though it was but six miles distant. The out-of-the-way position was ideal for the fell purposes planned for this settlement, as was its position on a small river flowing into the Velverdyva. The thickets and marshes around Nulb became the lair and hiding place for bandits, brigands, and all sorts of evil men and monsters alike. The chapel grew into a stone temple as its faithful brought in their ill-gotten tithes. Good folk were robbed, pillaged, enslaved, or worse. In but three years a grim and foreboding fortress surrounded the evil place, and swarms of creatures worshipped

The Village of Hommlet





and worked their wickedness there. *The servants of the Temple of Elemental Evil* made Hommlet and the lands for leagues around a mockery of freedom and beauty. Commerce ceased, crops withered, pestilence was abroad.

But the leaders of this cancer were full of hubris, and in their over-weaning pride sought to overthrow the good realms to the north who were coming to the rescue of the land being crushed under the tyranny wrought by the evil temple. A great battle was fought to the east, and when villagers saw streams of ochre-robed men and humanoids fleeing south and west through their community, there was great rejoicing, for they knew that the murderous oppressors had been defeated and driven from the field in panic and rout.

So great was the slaughter, so complete the victory of good, that the walled stronghold of the Temple of Elemental Evil fell within a fortnight, despite the aid of a terrible demon. The place was ruined and sealed against a further return of such abominations by

powerful blessings and magic. Life quickly returned to a semblance of what it had been before the rise of the temple, and in the decade since, the village and surrounding countryside have in fact become more rich and prosperous than ever before.

A monstrous troll which plagued the place for a time was hunted down by a body of passing adventurers. With its ashes, these fellows returned a goodly fortune as well, leaving a portion with the villagers to repay them for their losses before going elsewhere to seek their fortunes. Other adventurers, knowing of the evil that had once resided in the area, came to seek out similar caches, and not a few did locate remote lairs and find wealth just as some never returned at all. After some five years, adventurers stopped coming to the area, as it seemed that no monsters were left to slay, no evil existed here to be stamped out.

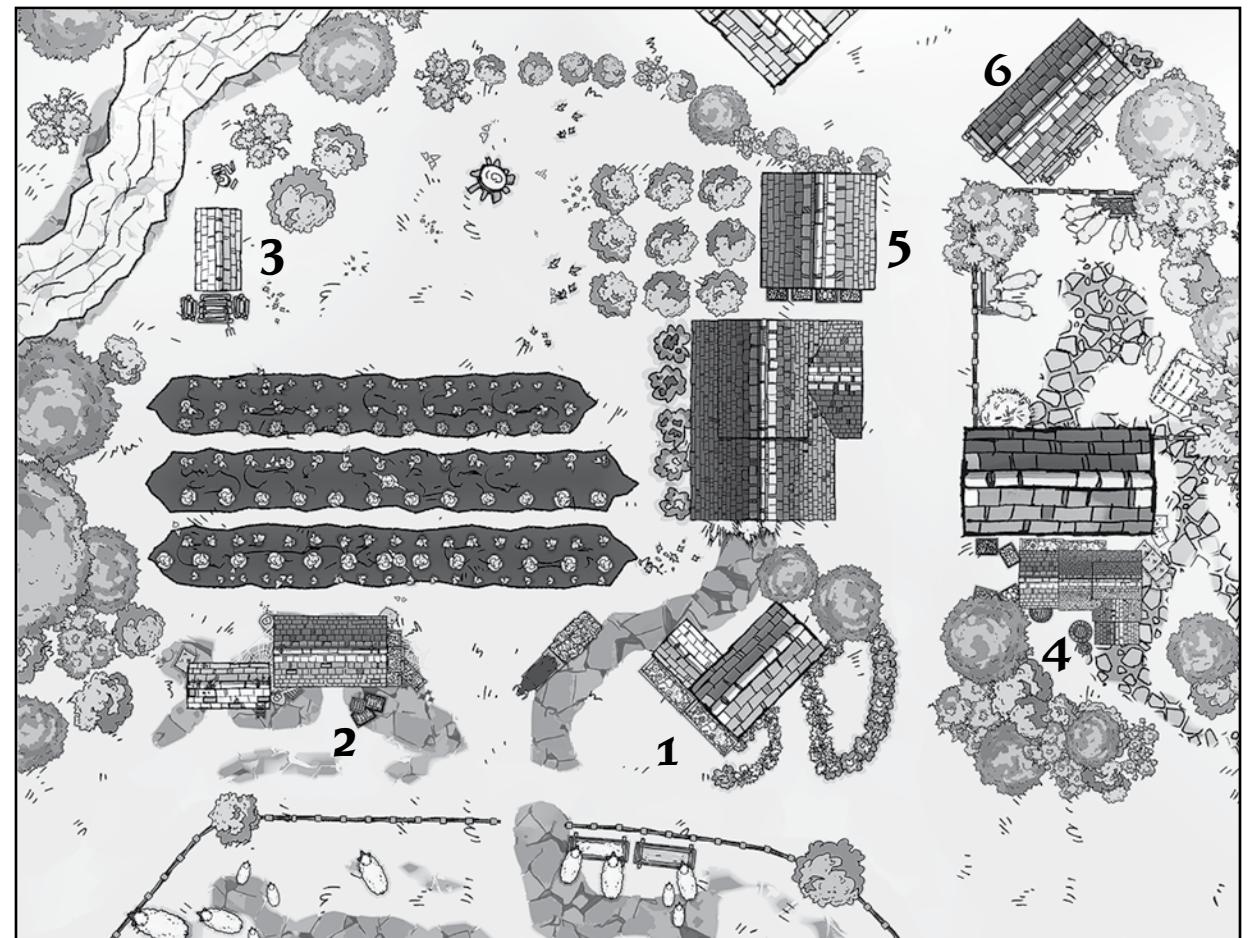
For four years thereafter, this seemed true, but now in 576 CY, bandits begin to ride the roads again—not frequently, but to some effect.

The town militia consists of thirty to forty regular members who work with Zeb and Elmo (see below) to deal with bandits, monsters, or trouble in town. Many of these are warriors (except where noted elsewhere), but most would be only 1st level.

Dangerous activity has been infrequent in the last few years. Occasionally a drunken brawl breaks out at the inn, but that's a normal sort of "growing pain" that a village such as Hommlet would experience, particularly located on a crossroads as it is. If trouble brews in town—extensive thievery, wanton behaviour, large-scale violence—Burne is typically the first to get involved. Assume that if there's trouble, he is on the spot within 5 minutes, armed and armoured. Burne calls upon a few of Burne's Badgers, Rufus or militia personnel for help if need be.

THE VILLAGE OF HOMMLET

Your party is now approaching the Village of Hommlet, having ridden up from lands of the Wild Coast. You are poorly mounted, badly equipped, and have no large sums of cash. In fact, all you have is what you wear and what you ride, plus the few coins that are hidden in purses and pockets. What you do possess in quantity, though, is daring and desire to become wealthy and famous. Thus your group comes to Hommlet to learn. Is this indeed a place for adventurers to seek their fortunes? You all hope, of course, to gain riches and make names for yourselves. The outcome of this is uncertain, but your skill and daring, along with a good measure of luck, will be the main ingredients of what follows, be it for weal or woe.



The small community at the crossroads is a completely unknown quantity. What is there? Who will be encountered? Where should you go? These are your first explorations and encounters, so chance may dictate as much as intelligence. Will outsiders be shunned? Are the reports true- is the whole community engaged in evil practices? Are the folk here bumpkins. Easily duped? Does a curse lay upon those who dare to venture into the lands which were once the Temple's? All of these questions will soon be answered.

The dusty, rutted road is lined with closely-grown hedges of brambles and shrubs. Here and there it cuts through a copse or crosses a rivulet. To either hand, forest and meadow have given way to field and orchard. A small herd of kine graze nearby, and a distant hill is dotted with the wand stone chimneys with thin plumes of blue smoke rising from them. A road angles west into the hill country, and to either side of the road ahead are barns and buildings - Hommlet at last!

The adventure begins...

1. GREENWAY FARMSTEAD

This wood and plaster house is well-kept, and the barn beyond is bulging with hay, grain, and so forth. Several fat animals are about. Two large farm dogs bark at your approach, and a rosy-cheeked goodwife appears at the doorway.

The goodwife is friendly and greets all who call, while four children look on. Inside a young girl and an old granny do various chores. Two large farm dogs, *Bear* and *Wolf* bark loudly at the approach of strangers. The head of the house and two full-grown sons work in the fields.

There is nothing to interest adventurers here, and outside of feed grain or hay, the farmer does not have anything to sell or trade. The three men are militia members; the elder has a

bill-guisarme and a studded leather jack, while his sons have leather armour and shield and wield a flail and a battle axe respectively. Each has a dagger at all times. They take arms only in self-defense or when called up by the village sheriff. The farmer has a 25 gp hidden in his mattress and a 5 gp, 20 sp and 40 cp secured in his pouch against hard times. The lintel over the front door is carved with acorns and oak leaves, and if politely asked, they will state that they are of adherents of the Old Faith.

Alber and his sons tend to the wheat and barley fields while Gleer and Sween tend to the family vegetable patch. Old Mother Bestawith is the oldest human in the village and is often sought out by others of the Old Faith for her purported divinatory powers.

NPCs¹

Alber Greenway, farmer (soldier)
Gleer Greenway, goodwife (commoner)
Sween, daughter (non-combatant)
Bestawith, crone (non-combatant)
Felk, Bram, Stalg & Faran, sons (guard)
Bear & Wolf, farm dogs (use mastiff)

2. FLETCHER FARMSTEAD

The clean but slightly run-down buildings would indicate that this farm is not very prosperous. However, the stock appears quite healthy and plump. An active lad of 12 or so is doing chores. Nothing appears of particular interest.

An older couple are master and mistress, while a fostered orphan boy and a servant, do chores. There is nothing of particular interest to be seen, and these folks have nothing to trade. They say that their son **Elmo** would be interested in talking with strangers—he's at the inn having a jack of ale. Their other son, **Otis**, they go on, sadly shaking their heads, took service with some gentlemen and is away

seeking his fortune. Zeb serves as the Captain of the Hommlet militia although he now leads from behind due to his advanced age.

Underneath some rusty nails in a keg in the back shed are 20pp, 51 gp, and 172 sp. A cupboard in the house holds a silver service worth 300 gp.

NPCs

Zeb Fletcher, militia captain
(fighter champion 4)

The elderly farmer is a retired fighter. He has a suit of scale mail and shield, longsword and crossbow in a chest in the front room. He is captain of the militia, but he will say nothing of it until the PCs have gained his trust.

Gleria Fletcher, goodwife (commoner)
Bobik, demi-euroz foster son,
(non-combatant)
Philian, servant (non-combatant)

3. WOODCUTTER'S COTTAGE

This rustic abode houses the local woodcutter, his wife, and 3 young children. He has nothing of interest to adventurers save a few inexpensive rabbit, musk rat and squirrel pelts, and is not interested in adventuring. He is of the Old Faith religion, and reports anything unusual for the Druid of the Grove (see #24 below). Lenerd primarily earns a living from forestry, harvesting both lumber and firewood for the village folk. His wife, Vekla, is a skilled collier and this, along with some trapping Lenerd does, supplements their income. In a pouch under the floorboards of his cottage are 19 gp, 17 sp, and 38cp. Lenerd has leather armour, a battleaxe, a shortbow and quiver with 24 arrows. He fights with the militia if called up by the sheriff. Vekla is a very attractive woman and Lenerd has been known to erupt in anger when he feels others are disrespecting him by their untoward focus on his wife.

NPCs

Lenerd Kolter, woodcutter (guard)
Vekla Kolter, wife, collier (commoner)
Isa, Cal, & Freda, children (non-combatant)



4. GRANDLE FARMSTEAD

The house and barn show that this farmer is doing well, and the stock in the fenced-in yard are very fine-looking. A widow and her two grown sons, their wives, and 8 children dwell here. They are interested in neither trade nor adventuring.

The Grandles farm mainly rye but they also have 2 corn fields; a new addition to their harvest just last year. As are most folks in the village,

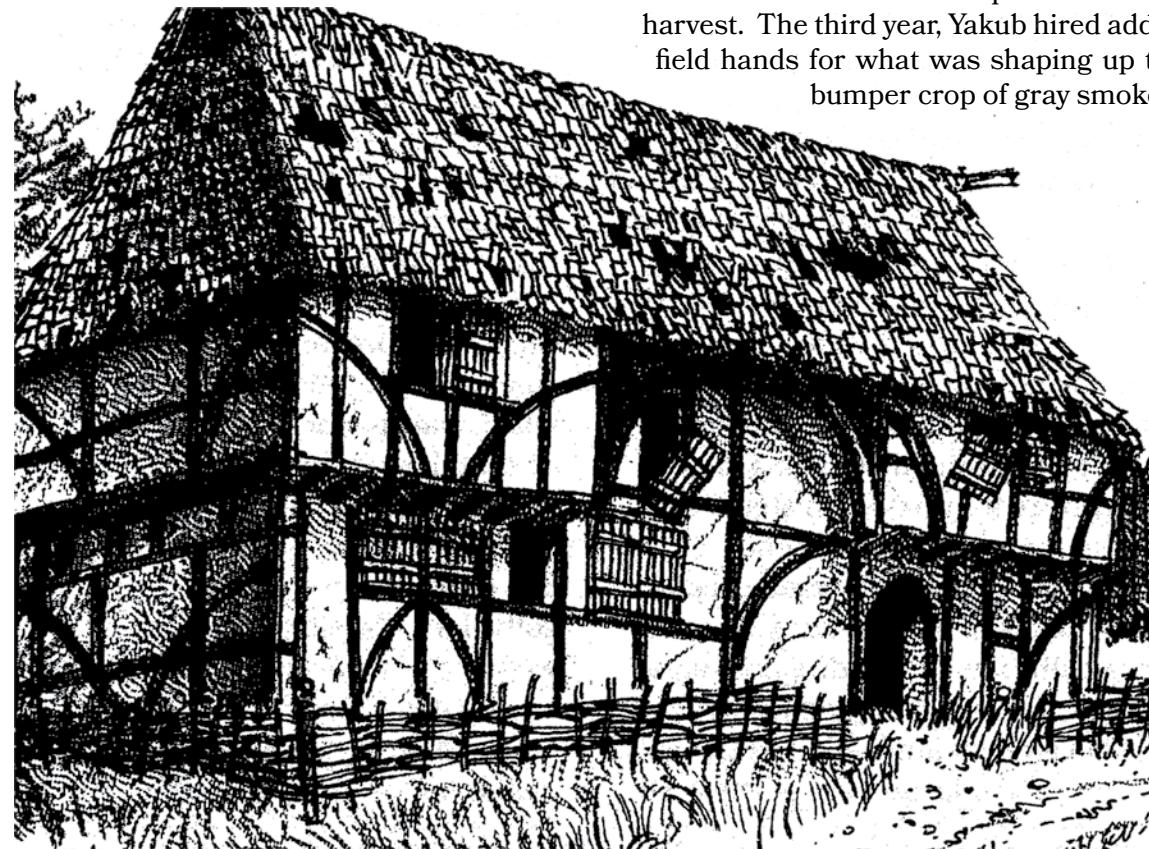
¹ see Appendix A - NPCs.

these people are followers of the Old Faith. Both Kelan and Kolan can be found at the Inn of the Welcome Wench for a cold ale after working the fields each day. They both love their respective wives but both are often the brunt of jokes about how much both brothers are nagged by not only their wives but also the elderly mother who is renowned throughout the village for anger management issues and seems to be in a perpetual foul mood.

The two sons have secretly hidden an inheritance from their father in a large iron pot buried beneath the tree in the back yard; it holds 27 gp, 421 sp, and another 150gp worth of miscellaneous jewellery.

NPCs

- Kelagh Grandle**, widow (commoner)
- Kelan & Hornala**, son & wife (commoners)
- Kolan & Jelifin**, son & wife (commoners)
- 8 children** (non-combatants)



5. FAILED PIPEWEED FARM

This farmer is a widower of middle age, with 5 children, the eldest being two daughters, and a manservant labourer. He is the brother to Alber Greenway to the south (#1 above), and is quite distant and taciturn. He turns folks away unless they have farm business.

Yakub lost his wife and his leg in a trunk attack 4 years ago and his life has been slowly getting worse since. His two daughters and twin sons are all under 12 leaving only his 14 year old son and a hired manservant to perform all the duties of the farm. The season after the attack, Yakub was persuaded by a travelling merchant that he should switch his crops from the traditional wheat/barley/rye that most farmers of the region grow.

Unfortunately, Yakub and his meagre workforce were unable to properly harvest the crop the first season and it was largely lost. Things did not improve the second year when unseasonal rains wiped out that years harvest. The third year, Yakub hired additional field hands for what was shaping up to be a bumper crop of gray smokeweeds,

a variety particularly in demand in places like Verbobonc, Dyvers, Greyhawk, Mitrik and even as far away as the great port of Gradsul in the Kingdom of Keoland. Yakub is not near destitution as a plague of weed weevils destroyed that harvest, leaving the farmer indebted and unable to pay his field hands who are now threatening to burn his place to the ground.

Yakub loves his brother and brother's family but he has a chip on his shoulder about Alber's success as a farmer and his own recent failures and he refuses to accept charity from his kin although he has occasionally accepted gifts of kindness from the Church of Saint Cuthbert, of which he and children are new converts.

Inside a crock in the manure pile are hidden a cut blue quartz worth 5 gp, and 15 sp in coin. He carries 2 sp, 22 cp in his purse. The farm is run down and there are signs of obvious need of repair everywhere. The fields of pipeweeds lie rotting and the place is in an overall state of decay.

Rumours circulate that Yakub owes money to some shady people; some say the *Greyhawk Thieves Guild*, some say a group of slavers from the Pomarj, others, the more paranoid residents, point, as always, to the *Temple of Elemental Evil* whenever something dark occurs near Hommlet.

Yakub might consider the sale of his farm for the right price. That price would have to cover his debts and provide him with some kind of profit that he can use to support himself and his children. This could mean anywhere from 800gp to 1500gp depending on how hard the PCs haggle. The maintenance costs for the farm will be 5 times the normal amount as listed in the DMG for the first year of operation as improvements are made to the property. Yakub will also entertain offers of business partnerships with a DC 12

Charisma (Persuasion) skill roll should the PCs want to invest in Yakub's pipeweeds.

NPCs

- Yakub Greenway**, widower farmer (guard)
- Jira & Ave**, daughters (commoners)
- Chet & Ander**, twin sons (non-combatants)
- Ekul Greenway** eldest son (commoner)
- Beikor**, manservant (commoner)

6. TANNER'S LEATHERWORKING

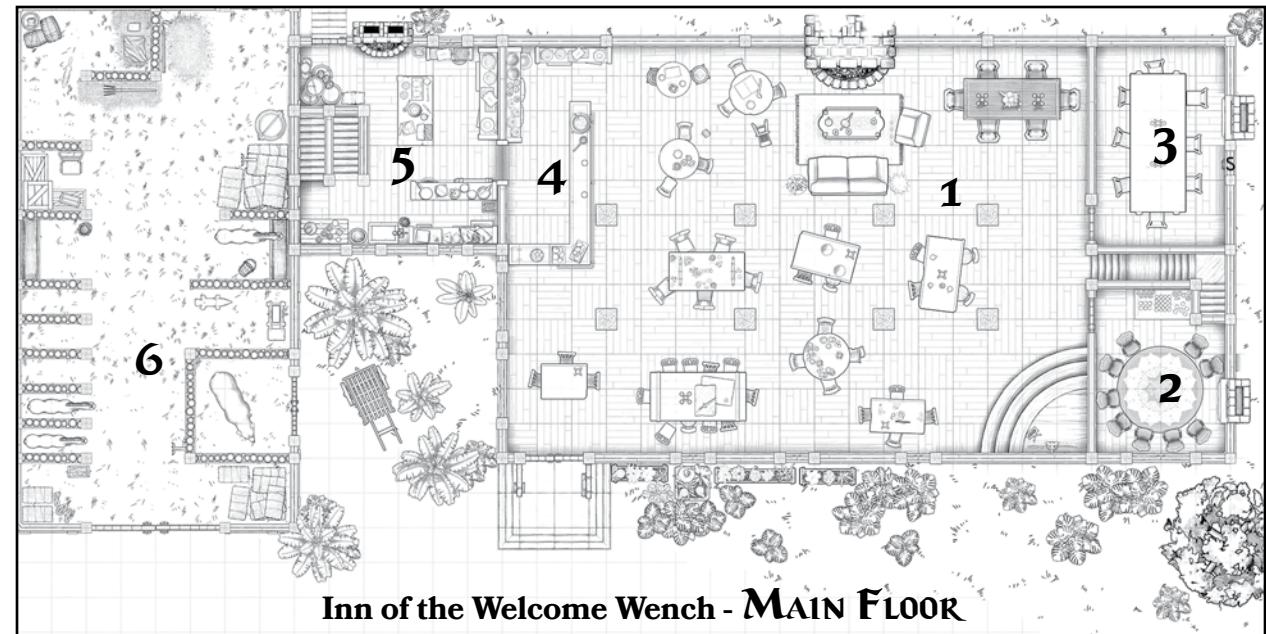
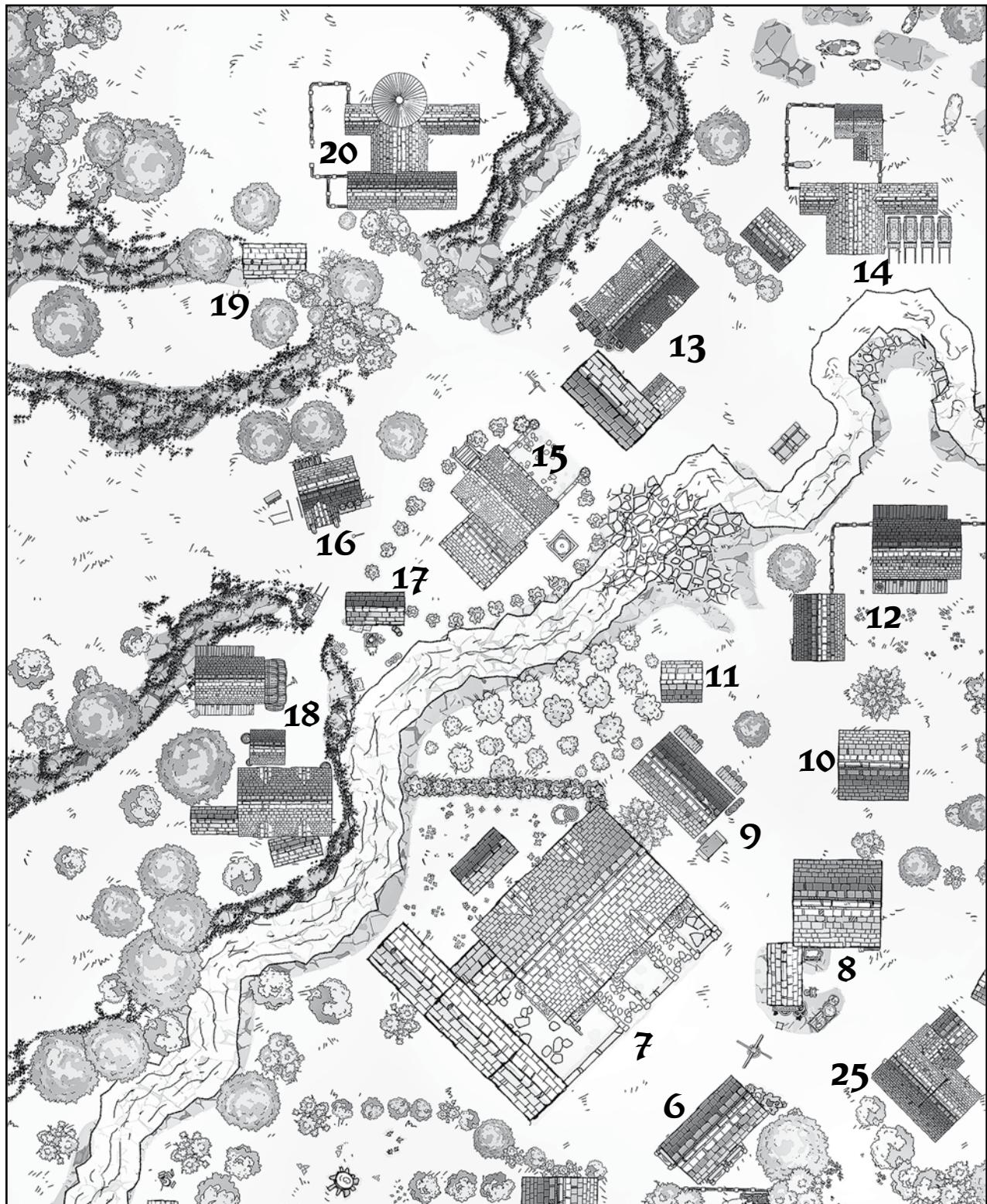
This is the home and business of the village leather workers. This husband and wife team have 3 children of whom the eldest is a 16 year old boy who is also an apprentice. Bogan is a jack-of-all-trades, being shoe and boot-maker, cobbler, saddler, and harness maker, while Telia is specialized in the fashioning of leather garments and armour, the latter requiring some time and a number of fittings and boilings. Neither are interested in any sort of adventuring although Bogan has a natural affinity for hunting and trapping and sometimes serves as scout when the militia requires such services.

Sewn into an old horse collar are 27 gp and 40 sp as well as a silver necklace worth 100 gp. Telia has a dagger +1.

NPCs

- Bogan Tanner**, leather worker (scout)
- Telia Tanner**, leather worker (commoner)
- Bogan Jr.**, son, apprentice (scout)
- Jena & Juli**, daughters (non-combatants)





7. THE INN OF THE WELCOME WENCH

This well-constructed, two story building appears to be the largest structure in Hommlet (at least until the keep construction is complete). Hanging from a large sign above its front door is a square wooden sign showing a buxom and smiling girl holding a flagon of beer. This is the *Inn of the Welcome Wench*, a place renowned for its good food and excellent drink. Passing merchants make a point of stopping, as do many other sorts of wayfarers, and the place is always filled with patrons.

A young stable-boy handles the draft and riding animals, and lives, himself, in the stables. There will be the innkeeper, Ostler Gundigoot, his goodwife, their two daughters, a barman, a server or two, and a pair of bus boy apprentices bustling about. Several customers ($2d6+2$) will be in the main room at any given time during operating hours which are from 6am (breakfast) with dinner services at 7pm and last call at 11pm. Dinner is served between 11am and 1pm.

The host talks freely but says little. He has a sharp eye and a good sense for judging character. He serves all comers, and will rent

a room for anyone who is not causing trouble. The first bus boy is an aspiring olven druid named *Ono*, and he serves as the courier for the *Jaroo, the Druid of the Grove* (see #24), bearing messages of interesting information to him. The Gundigoot family are practitioners of the Old Faith.

Food and drink at the Welcome Wench are higher than usual because it is the only inn for many miles, the place is renowned and its food better than average, and the area is prosperous. Choice venison, mutton, poached salmon, trout stuffed with specially prepared mixtures, goose roasted to a golden brown, pork, steaming sausages, steak and kidney pie with mushrooms or truffles, squab stuffed pheasant, and boiled crayfish in drawn butter are just a few of the epicurean delights which are expected and served here, prepared by Ostler's wife and the chef at the inn, *Betiana*, or *Beti* to her friends. By far the most popular drink is the locally brewed ale and beer from *Blackhammer Brewery*, located across the stream and up the hill from the inn. This is supplemented by brews from other places, and wine, mead and brandy from all over the

INN OF THE WELCOME WENCH

est. 513 cy

O. Gundigoot, proprietor
member in good standing of the Guild of Innkeepers and Hostlers of Verbobonc

BREAKFAST

Breakfast, plain - 5 sp

Freshly baked white bread (baguette or loaf) with bowls of whipped butter, bacon and an assortment of cheeses. Presented on a cutting board or in baskets.

Honey-Mustard Eggs. - 2 sp

Hard-boiled eggs, cut in half with yolks removed. Blend the yolks with honey and keoish mustard, then spooned back into the cut halves.

DINNER

Ragout or Pottage of the Day.

Stew or soup of ham, game or wild birds, including swan and geese with leeks and peas.

Turkey Legs (per two).

Pork Pot Pies

Stuffed with pork, bacon, and layered between pastry dough. Seasoned with salt, pepper, sage, or other spices.

SUPPER

Chilled Strawberry Soup. - 3 sp

Spit-Roasted Meat. - 1 gp

A roasted animal of some sort - usually pork or mutton but occasionally beef or venison.

Pan-seared Fish. - 6 sp

Typically trout or eel but salmon is available when in season.

Capon with Lemon Sauce. - 12 sp

Chicken stewed in wine, fruit, and spices.

Malardis. - 1 gp

Roasted duck recipe, served with fritters and gravy.

DRINKS

Beer, small, pint - 1 sp

Beer, heavy, pint - 2 sp

Ale, pint - 3 sp

Ale, blackhammer, pint - 5 sp

Mead, pint - 3 sp

Mead, blackhammer, pint - 5 sp

Wine, table, pint - 5 sp

Wine, Keoish golden, pint - 7 sp

Wine, Umst white, pint - 8 sp

Wine, Celene ruby, pint - 1 gp

Wine, Sundish lilac, pint - 2 gp

Wine, Furyondian emerald, pint - 1gp

Wine, Velunan fireamber, pint - 1gp

Brandy, local, gill - 7 sp

Brandy, Keoish, gill - 1 gp

Brandy, Urnst, aged special, gill - 1 gp

Ulek Elixir liqueur, half gill - 2 gp

MENU



Flanaess make their way to the boards of the Welcome Wench.

Meals are served on pottery or pewter or copper services according to the order. Various leather jacks, pottery mugs, wooden tankards, pewter steins, glass flagons, crystal goblets, or silver chalices are used for potables.

The upper rooms are very clean, and all except the common dormitory are heated. Each has a fine bed, many covers, wash stand, chamber pot, towel, pegs for garments, and several chairs and stools. The larger rooms have arm chairs, tables, footstools, bed warmers, curtained beds, and good rugs on the floor and wall hangings as well. *The cost of each is shown in the key to the second floor.*

NPCs

Ostler Gundigoot, innkeeper

(fighter, champion 3)

As the owner and proprietor of the Inn of the Welcome Wench, Gundigoot is likely the first notable NPC encountered by the characters upon their arrival. He spends most of his waking hours inside the inn, performing various chores. He talks freely but says little. Surprisingly, his wagging tongue belies a keen judge of character. Gundigoot serves as the sergeant of the Hommlet militia.

Betiana Gundigoot, wife, cook (guard)

Sigen, stable-boy (non-combatant)

Dilinar, barman (expert sidekick)

Bony, server (commoner)

Sylvani, server (commoner)

Ono, bus-boy (aspirant)

Pilbin, bus-boy (non-combatant)

Varga, Pyn, Beyla & Gorb, scullions (commoners)

Zert, boarder (warrior sidekick)
Spugnoir, boarder (spellcaster sidekick)
Furnok of Ferd, boarder (expert sidekick)
Kobort, boarder (warrior sidekick)
Turoko, boarder (monk, open hand 3)
Elmo, patron (ranger, hunter 5)

FIRST FLOOR

1. COMMON ROOM: This large place is bright and cheerful. It contains many rough-hewn tables and chairs, boards and benches. Natural tree trunk pillars support the ceiling overhead, all dark with smoke and age. From 3d4 customers will be in the place during the daytime, and these will be travellers of various sorts—merchants, tinkers, and peddlers—and local folk in an even mix.

In the evening, there will always be more people, so double the number rolled. In addition to the normal patrons, there will be a 50% chance that the NPCs who have chambers above (*Upper Floor: 1, 5, 8, and 9, hereafter*) will be in the common room. Roll for each, once per hour. Several barmaids and bus-boys will circulate, bringing finger foods and drink, taking away the empty platters and flagons, stoking the fires if the day is chilly, etc.

Regardless of the time of day, the first time the player characters enter the Inn of the Welcome Wench they are welcomed warmly by and obviously inebriated gentleman who begs them “*Come in and regale me with your tales of the road!*” This is Elmo, the younger of the two sons of the Fletchers (see location #2). Elmo is a human with strong flan features including a coppery skin tone and brown hair although he is balding on top. Elmo was once quite fit but is now soft around the middle, the result of a love of roast goose and ale.

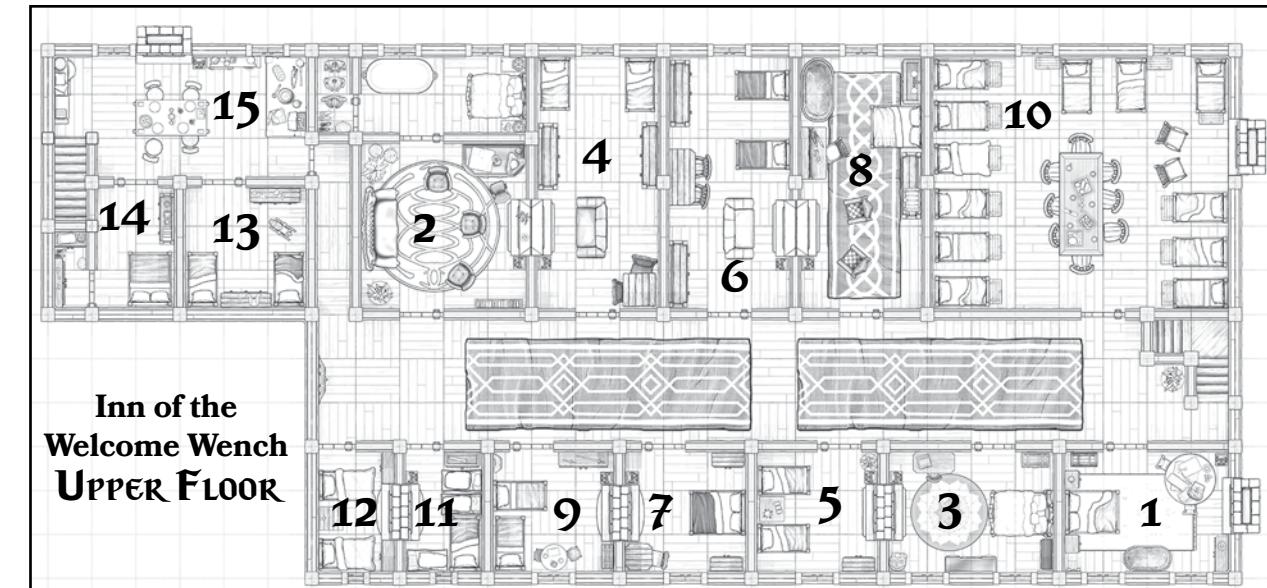
Elmo’s role is left to the DM’s discretion, is he a harmless drunk, a spy or a servant

of some other faction? DMs should note however, that this NPC features prominently in the H series of adventure modules that follow this one.

2. PRIVATE ROOM: This chamber was originally for visiting noblemen, rich merchants, and so forth. Since the 571 CY, Sheriff Hesta has been paying Gundigoot 1 gp a month for use of this space to use as council chamber where the village’s leaders would gather to discuss important affairs. This arrangement ended just last month with the completion of the new town hall next door. This room has a large woven rug surrounded by a number of armchairs and divans and a warm fireplace on its outside wall. Tapestries and paintings line the walls. Innkeeper Gundigoot has yet to renovate the room but is considering opening a gambling den, something he’s careful to keep to himself so as not to attract undue attention from some of the more puritanical Cuthbertines who might oppose such a venture.

3. PRIVATE ROOM: This place is generally kept aside by Ostler Gundigoot for those of his patrons who wish privacy—to game or confer or whatever, as it is in a dark and inconspicuous corner. A secret door, a press and slide upwards panel, gives to a narrow iron ladder that leads to a secret room in the cellar. This place was used extensively during the time of trouble with the Temple of Elemental Evil, but it is disused now, and most of the village folk know nothing about it (including the sheriff).

4. BAR: This is the proprietor’s usual station along with his employee *Dilinar, Dill* to most, the barman. Both Ostler and Dill see to the filling of jacks of ale, tankards of beer, and flagons of wine. Boiled eggs, cheeses, and hard biscuits or crackers are often atop the trestle. Serving girls *Bony* and *Sylvani* carry the



food from here to the common room. There are great barrels of ale and beer, tunns of wine, and a cask of brandy with spigots ready for the host’s hand. A box under the bar holds 4 pp, 27 gp, 33 sp, and 161 cp in separate compartments. This ready money is taken upstairs each night. Gundigoot keeps about 40 gp equivalent in his apron pockets.

5. KITCHEN: The huge fireplace usually has various pots and kettles within, a roast turning, and several fowl kept warm in its side places. Goodwife Gundigoot is in charge here, keeping the 4 scullions hopping. At the west end are the steps leading down to the cellar and up to the private apartment of the owner.

6. STABLES: This large stable is used to house and feed the mounts of the inn’s guests and customers. *Sigen* the stable-boy sleep on a pallet in the rear of the building. Gundigoot has renovated part of the stable to be able to quarter “unusual” occupants. This was at the request of the sheriff who requires the druid to keep Shaggar, his bear animal companion here when he is about town.

UPPER FLOOR

1. PRIVATE ROOM: This chamber is rented by Zert, a fighter of unknown blood who says he is from “*far to the north*”. He is ostensibly waiting for the return of a caravan from the south, but he actually has ulterior motives (see adventure module *H3 Routing out Evil* for possible motives).

Zert can drink great quantities without becoming drunk (advantage on saves to avoid effects of alcohol). He has a greatsword +1, and hand axe and carries 20 gp in his purse. He has 2x 100gp gems, 10 pp, and 265 gp hidden in a locked coffer under some of his clothing. Saddlebags on a small table hold other garments, and a small leather pouch in plain view contains 4 gp, 12 sp, and 37 cp. His large horse and lance are in the stable. He will happily go with adventurers for an equal share of treasure, (and may as readily betray them, help to slay them, or then take their goods at the DM’s discretion). Zert doesn’t know any of the village residents and has only arrived in Hommlet 2 days ago.

2. PRIVATE SUITE: The noble or wealthy rent this suite at 5 gp per night, breakfast furnished. The outer room is a sitting room with the table and chairs, while the inner has a huge feather bed, chairs, and a closet.

3. PRIVATE ROOM: This modest room has a fine bed, quilted covers, a wash stand, chamber pot, a clean towel and linens, pegs for garments, and a chair with a footrest. It costs 1 gp per night to rent (breakfast not included).

4. PRIVATE ROOM: This larger room has a fine curtained bed, quilted covers, a wash stand, chamber pot, a clean towel and linens, pegs for garments, a good rug and an armchair and footstool and wall hangings. It costs 2 gp per night to rent (breakfast not included).

5. PRIVATE ROOM: This place is currently the lodgings of one *Spugnoir*, a spellcaster. This chap came into the village with a merchant wagon, and he is staying in hopes of finding arcane treasures in the ruins of the moathouse.

He wears a dagger, and a large trunk holds his magical paraphernalia, clothing, and a fair assortment of dungeon exploration materials for he plans to quietly search the nearby ruined moat house, having heard that a warlock was holed up there. His dress is non-nondescript as he does not wish to attract attention or be recognized as a spellcaster. Spugnoir is a chaotic neutral. His funds currently amount to 19 gp, and 7 sp in his wallet, and 3x 50 gp gems he has secreted in the hem of his cloak. If approached and offered all scrolls found, he will go with a party, otherwise, he will attempt to shadow the group and get what he can should they make it known they plan to explore the moathouse.

6. PRIVATE ROOM: This modest room has a fine bed, quilted covers, a wash stand, chamber pot, a clean towel and linens, pegs for garments, and a small table and chairs. It costs 1 gp per night to rent (breakfast not included).

7. PRIVATE ROOM: This modest room has a fine bed, quilted covers, a wash stand, chamber pot, a clean towel and linens, pegs for garments, and a chair with a footrest. It costs 1 gp per night to rent (breakfast not included).

8. PRIVATE ROOM: The comfortable room is the quarters of one *Furnok of Ferd*, a rogue originally from the City of Greyhawk. This fellow loves to gamble, and he has loaded knucklebones and knows how to nick cards (this gives him advantage on winning at dice and cards if he succeeds on a Deception check contested by his opponents Intelligence (Insight). Furnok has leather armour, a *ring of invisibility*, a greater potion of healing, and a *short sword +1*. His funds consist of a small hoard of gems (17 20 gp each) and 25 each of gp and sp for gambling. He is careful to play so as to not be caught cheating, and he makes a modest living thus, mostly skinning passing merchants. If offered a chance to adventure, Furnok will be willing to go along for an equal share-plus all he can surreptitiously lift (particularly magic items which he covets). To show his good faith, however, he will put up his potion, hoping to parlay it into far more. If the worst should come, he also has a +1 dagger hidden in his boot.

9. PRIVATE ROOM: This place houses a strange pair, a hulking fighter, Kobort by name, and his associate, a small and thin monk named Turoko, a Bakluni adherent of Zuoken from Zeif. Kobort was passing through and fell in with the monk, and Turoko convinced the huge fellow that he could make them wealthy and famous.

The fighter is neutral (for he isn't bright enough to hold strong views on much), while Turoko is lawful evil. The monk believes himself to be highly clever, and his plan is to waylay and rob adventurers returning from a successful expedition to the ruined moat house or the Temple itself, for he knows that there are monsters and treasure in both. The pair will accompany a small party, hang back in fights, and then slay the expedition when it is weak. Otherwise, they will spy on a large group, and attack only if it is reduced by death and wounds. They currently have only 12 gp, 5 sp, and 40 cp between them, and Turoko is anxious to rectify this economic state.

10. DORMITORY SLEEPING ROOM: Here most of the lesser travellers can spend a warm and safe night for a mere silver noble (1 sp). There are a dozen or so pallets, and in the morning the table in the center is loaded with hot tea and fresh loaves at no extra cost. Even these folks receive warm water and clean towels for morning ablutions, such is the quality of the Welcome Wench Inn. There are always 2d6 (or more!) sleeping here.

11. SPARE ROOM: If the inn is exceptionally crowded, this place could be rented, but it normally quarters the bus-boys and scullions, for Ostler Gundigoot is a very kind master, and on cold nights he will have a fire in the room, too.

12. SERVING WENCHES ROOM: Two wenches currently share this chamber, although there are cots for four, and when the season arrives, there will be one or two more hired on.

13. GUNDIGOOT'S CHILDRENS' ROOM: The two young daughters, *Beora* and *Ehla* are quartered here, under the watchful eye of Goodwife Gundigoot.

14. GUNDIGOOTS' CHAMBER: In addition to bed, dresser, and armoire, Ostler Gundigoot and his wife have a small side room where accounts their effects are kept and the riches stored. A small secret compartment in the north wall holds a locked iron box. Inside are 6 pieces of jewellery (1,000 x 2, 750gp, 300gp, 100gp and 75gp), a sack of 100 pp, and a sack of 400 gp. A ladder leads to the loft over the small portion of the place, and a concealed door from there leads to the attic of the inn proper. If there is anyone of highly suspicious nature, Gundigoot will get the Druid of the Grove and spy upon the room concerned by means of small sliding ceiling panels.

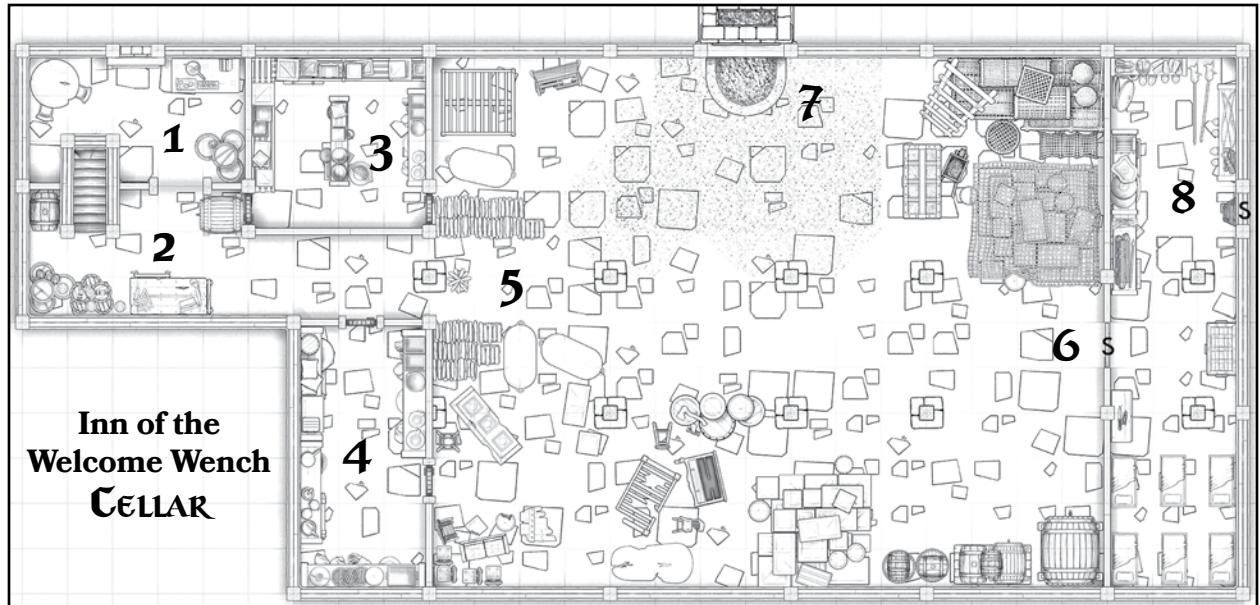
15. PARLOUR: This is the living and dining area for the family of Ostler Gundigoot. It has heavy furniture, polished brass pieces (candlesticks, et al.), tapestries, and so forth, which show comfortable affluence.

CELLAR

1. STORAGE AREA: There are sacks of various stuffs for the kitchens, boxes, barrels of flour, etc. There are herbs and other items hung from the beams overhead. This section of the basement is kept warm and dry from the activity in area 2.

2. SUMMER KITCHEN: In very hot weather cooking which can not be handled on a fire outside is done here, and in winter additional cooking is also done here, so the area is dry and warmer than the remainder of the cellar. Scullions and menials sometimes sleep here. Various foodstuffs are stored in cupboards, as are extra plates, platters, etc.

3. LOCKED STORAGE: A well and heavy stone walls keep this room cool, and here perishable cheeses, butter, meats, and so on are kept. Smaller barrels of



ale, beer, mead, and table wine are also in this room.

4. LOCKED STORAGE: This is the wine cellar, and the rarest wines and brandies in butts and tuns are along the walls, while shelving in the center holds small casks and pottery jars of the same.

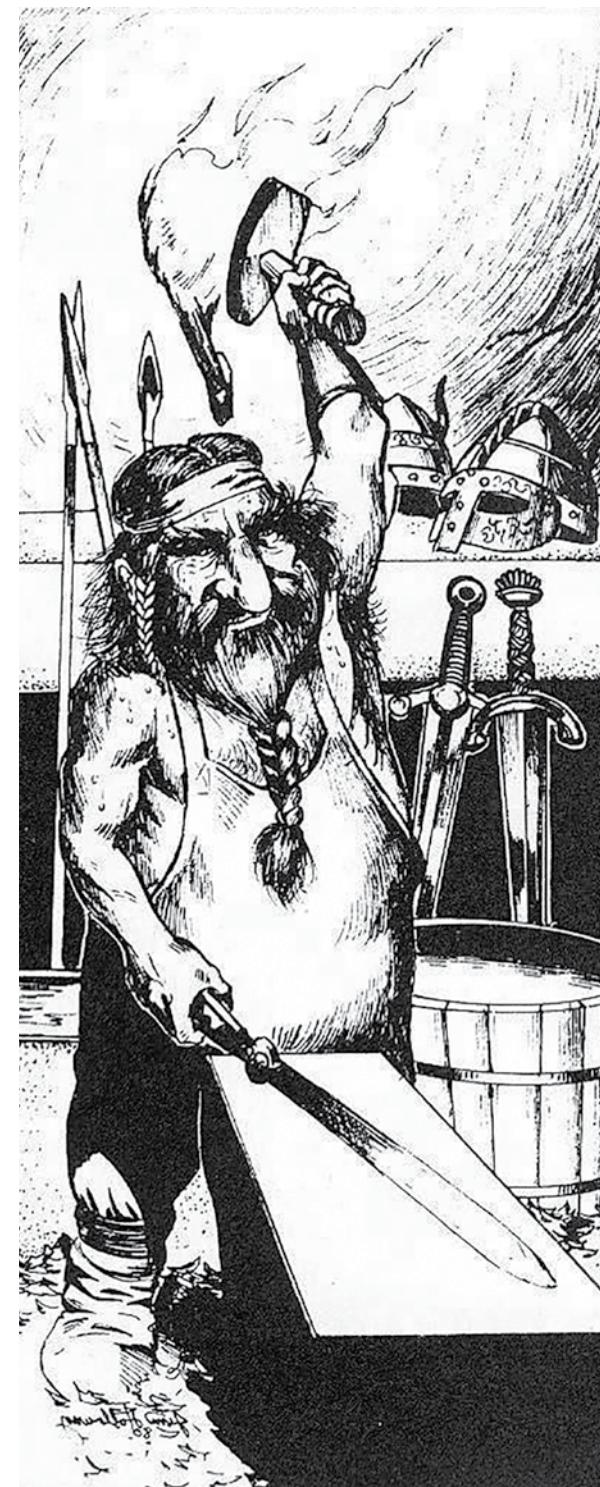
5. MAIN CELLAR: Various old furniture and unused items are stored here and there, along with empty crates, hogsheads and barrels, rusty tools, an old wheelbarrow, and so forth. A large supply of cordwood is stacked to either hand just at the entry so as to assure plenty of dry fuel for the many fire-places of the hostel.

6. HUGE CASKS: In addition to a number of empty kegs, barrels, hogsheads, pipes, butts, and tuns, there are three great casks here. Two have some dregs of wine in them, but the third is empty. A portion of the side swings up to allow entry into the interior, and a hidden catch allows the far end to swing inward where yet another secret door in the wall can be pushed inwards if triggered by insertion of a dagger blade in the proper crack in the fieldstone wall.

7. ASH PIT: The sweepings from the fire place above are dumped down here from a chute above. They are gathered periodically for use in soap making or for fertilizer. Usually, ashes from the other fireplaces in the inn are stored here too, as there is a grinder and separator mechanism here—as well as no fire hazard since the place is entirely of stone or iron. Burne keeps a bound *Ash Mephit* (see Appendix B - New Monsters) here, with Gundigoot's permission. The Mephit, Cauf, is tasked with flying as fast as possible to Burne's tower should there be an emergency at the Inn. Cauf is bored with this task with no emergency occurring yet after 18 months of service, so the mephit spends his time stalking and killing mice and rats around the inn's cellar.

8. DISUSED SECRET ROOM: When evil held sway in the territory, this place served as the meeting room and headquarters of the folk opposed to the Temple. It still contains many bunks built along the walls, several tables and benches, stools, and carefully stored arms, with metal greased against rust—12 arming swords, 8 short swords, 4 falchions 12 daggers,

3 maces, 7 battleaxes, 3 hand axes, 20 javelins, 8 spears, 130 crossbow bolts, 7 crossbows, 1 bardiche, 3 guisarmes, 2 fauchards, 4 voulges, a footman's flail and 2 morningstars held against future bad times. Food and clothing and



bedding are easily moved to this place from the inn. Some 10 bucklers and 17 shields are hung on the walls. Helmets and several (12 of each) leather jacks are kept in a great wooden chest. The ceiling of this room is very low compared with the overhead space elsewhere in the cellar, for a false basement crawl space exists between it and the inn floor above, the crawlspace being flagged with stones and a layer of earth. Thus, this room is nearly soundproof.

8. BLACKHAMMER SMITHY

There is a post with a horseshoe nailed to three of its faces, and a forge and bellows in the shed show that this is the local smithy. The dwur smith, Hagan Blackhammer, is short but brawny and he wears leather and is rarely seen without a hammer in his hand.

To all who watch Hagan work, it is obvious that he is hard-working, forthright, and likeable. He is able to do all sorts of metalwork—even fashion iron and steel weapon heads, caps, and shield work, although he will readily admit he is not capable of fine armouring. "Brother Smith" as many villagers refer to him, is the younger brother of Dag Blackhammer, the popular braumeister at Blackhammer Brewery (see location #18 below). Hagan has long been a bachelor but has recently taken a bride after a marriage was arranged 6 months after his brother, Dag arranged a marriage with the daughter of the Thegn of Rockhall in the Kron Hills to the southwest of Hommlet. His new bride, Helga Blackhammer, has been working on building a small shop next to the smithy wear she can market and sell Hagan's wares.

Hagan has a small chest filled with a 5 lbs gold bar (250gp), 28 gp, 68 sp and 82 cp. In no event will he leave his forge to go adventuring.

NPCs

- Hagan Blackhammer**, smith (fighter 2)
Helga Blackhammer, weaponer (guard)

9. VILLAGE HALL

There is no one within. The doors are unlocked, and a few benches and stools are against the bare walls; a large, plain table is at the far end. A tapestry on the back wall shows a green field with two acorns above a sheaf of grain (the banner of Hommlet). This is the village hall recently constructed for feasts and councils by Burne and Rufus (see location #31 below).

**10. DRAPER'S TEXTILES**

Here dwells the elderly weaver and his wife, their daughter and her husband who apprentices to his father-in-law. Veragon Draper moved to Hommlet with his family shortly after the Battle of Emridy Meadow as trade in the region grew with the influx of merchants and adventurers. The Drapers are originally from Bissel but left that realm after their small sheep farm was burned to the ground by Kettite raiders. Veragon setup his small shop in Hommlet, carding the local wool for market in Verbobonc. The family has been so successful they have taken on four young apprentice weavers.

There are bolts of woollen and flaxen cloth here, but nothing else of possible interest. These folk are lawful neutral followers of Saint Cuthbert (see location #19 below). The weaver has a cache of 7 small gold ingots (25 gp each) and a gold pin with an amethyst valued at 300 gp behind a loose stone in the fireplace.

NPCs

- Veragon Draper**, weaver (commoner)
Wila Draper, weaver (commoner)
Jeen Billison, daughter (commoner)
Bosto Billison, son in law (guard)
Maks, Fen, Giulo & Vik, apprentices (non-combatants)

11. TOMLYN TAILOR'S SHOP

This small cottage looks much like the other buildings of Hommlet, those one having a thatched roof. Here lives a diminutive and mild tailor, a bachelor of thirty years or so. He is an expert at making or repairing garments. Tomlyn the Tailor has just moved to the village, but has not been invited to join the militia due to his small size. He came here after his first business in Dyvers failed and he had to leave to escape some debts.

Tomlyn's body suffers from abnormalities that makes him particularly weak with an

abnormally excessive curvature of the spine that makes walking somewhat difficult. For this reason he is often the butt of jokes and verbal bullying from unkind people and those lacking compassion. Not satisfied to suffer these insults Tomlyn has trained himself to become an expert with the crossbow, a weapon he can used even while seated if necessary.

Tomlyn attends regular services at the Church of Saint Cuthbert but he is secretly a follower of Kurell. His shop has many fine items of clothing along with some accessories like scarves and handbags. He has 5 gp and 15 sp in his coin purse and another 26 gp, 12 sp and 131 cp in locked strongbox under his bed (DC 18 Dexterity (thieves' tools) skill check).

NPCs

- Tomlyn**, tailor (fighter, battlemaster 7)

12. TCHEUH FARMSTEAD

This place is the home of a strapping farmer and equally large son, the farmer's wife, and six daughters—one of whom has a small child. The family show strong signs of Flan blood and the father is a member of the militia. When called up, he wears chainmail armour and wields a great sword. Both father and son fought with the militia in the siege of the moathouse 7 years ago and Auld loves to boast of his feats of strength to any who will listen. Auld is a frequent patron at the Inn of the Welcome Wench after his day in the field is done.

His beefy son, *Wagh*, is also a militia member but has spent much of his youth studying the myths and stories of Saint Cuthbert. A student of Canoness Y'dey, *Wagh* sharpened both his mind and his sword arm. If called up to defend Hommlet, this burly Flan warrior wears chainmail armour and wields a morningstar and shield with the holy symbol of Saint Cuthbert emblazoned on its face.

The Tcheuhs are friendly but have little of interest to adventurers unless the PCs are in

the market for fresh turnips, carrot, parsnips or brussel sprouts. *Wagh* secretly longs to leave the family farm and seek adventure but is reticent to abandon his family as they need his labour in the fields. These folk are followers of the Old Faith and have lived here all of their lives. A clay pot filled with dried flowers hides 26 gp and a gold ring worth 150 gp.

NPCs

- Auld**, farmer (fighter, champion 3)
Sahny, wife (commoner)
Wagh, son (paladin, protection 3)
Bel, Fione, Ry, Theeya, Hedwin & Hyla, daughters (non-combatants)

13. D&G DRY GOODS & GENERAL MERCANTILE

This two story wooden building has many windows each with sturdy shutters that are always closed after dark. Outside the door a shield and lantern are suspended from chains; the shield is painted to show a sword and a cheese. This is the local trader, a merchant providing the needs of villagers, travellers, and adventurers alike. It is run by *Rannos Davi* a noniz who is best described as slow, fat, clumsy, and placid. His partner is *Gremag Gozlin*, a tall and thin human, with sharp features and protruding eyes. *Gremag* tends to dither and fuss at *Rannos* and customers alike.

The whole front building is filled with various goods, and the barn has animals, saddles, and the like available to any willing to pay the price. In the rear barn there are various animals for sale—mules, draft horses, riding horses (light), ponies, and 1 medium war horse. (There are 1d4+1 of each type; these can be restocked in 1d10+3 days from passing dealers. If war horses are desired, it will take from 3d10+4 days to obtain 1-2 heavy or 1-3 medium or light steeds, with a maximum of 4 such animals obtainable in any 30 day period.

A human groom, who is also a skilled scout, and a demi-olven man-at-arms will hire out on

orders from the traders, but they will require that they be paid 2 gp per day and the adventurers will be required to purchase armour for them; at minimum, a chain shirt or scalemail. The scout, *Bibi*, has a short bow and short sword while *Garent*, the man-at-arms, has an arming sword, a light crossbow and a voulge.

On a successful DC 18 Intelligence (insight) check the PCs may take notice that Rannos and Gremag seem particularly desirous of having their agents accompany the party. (*why is at the DM's discretion however DMs should note that Rannos and Gremag are key NPCs in the H series of adventure modules that follow this one*)

The traders will gladly buy any items that the adventurers happen upon and they say they pay a fair price for such too. In reality, they will always start out offering no more than 40% of the listed value in the PHB. A successful DC 14 Charisma (persuasion) check will push them up to 60% of the PHB listed prices, maximum.

Speciality items not listed below, like things like alchemists fire, poisons, anti-toxin, religious items, etc., are not typically stocked but can be special ordered at 200% the listed cost in the PHB and will require 1d6 days before they are in stock.

1. MAIN SHOP

The shop has the following categories of products for sale

CLOTHING AND PACKS: Common clothes are 90% of list price, rounded down. Traveller's clothes are 100% list while fine clothes are 120% of the list price in the PHB, rounded down. Specialized costumes are not available here. The following packs are available at 110% of the listed PHB price: Burglar's pack, Dungeoneer's pack and the Explorer's pack. The following packs are available at 125% of the listed PHB price: Diplomat's pack, and Scholar's pack.

WRITING MATERIALS AND ARCANE

COMPONENTS. Things like parchment, inks and quills, sealing waxes, chalk, dyes and even blank books can be found. Prices to adventurers will be 150% to 200% of the listed PHB figures as few villagers have need for these items.

HAND TOOLS: Hammers, adzes, planes, nails, saws, etc. The following artisan's tools can be obtained from Rannos and Gremag at 100% of the listed PHB prices: carpenter's tools, cobbler's tools, cook's utensils, mason's tools, painter's supplies, potter's tools, tinker's tools, weaver's tools, and woodcarver's tools. Villagers are able to purchase these items at 80% of list price. The traders obtain the majority of these items from the local smith however they also have suppliers in Verbobonc.

MISSILE WEAPONS: Arrows, crossbow bolts, sling bullets and quivers are sold for 100% of list price, rounded up. Darts, short bows, long bows, slings and throwing knives cost 110% the listed PHB price and heavy crossbows, and throwing axes cost 150% list.

FOOD AND HERBS: Rations packed to go are sold for 120% of list price. Specific herbs and entire healer's kits sell for 125% the list price in the PHB.

DUNGEONEERING GEAR: This includes such standards as 10 foot poles, chains, chests, climber's kits, crowbars, grappling hooks, ropes, ladder, mess kits, pitons, along with lighting gear such as tinder boxes, candles, lamps, lanterns, torches, flasks of oil etc. Each of these costs 110% of list price.

POLE ARMS AND SHIELDS: The traders stock a number of *shields* of various shapes and sizes from round wooden shields to heater shield to

small, metal *bucklers*. They also stock a number of the more commonly used polearms, especially those favoured by the Hommlet militia. These include: *guisarmes*, *fauchards*, *glaives*, *halberds*, *ranseurs* and *vouges* along with *spears*. Each can be purchased at list PHB prices.

OTHER WEAPONS: The following other weapons are available at 100% of the listed value in the PHB: *arming swords*, *clubs*, *daggers*, *falchions*, *handaxes*, *light hammers*, *light maces*, *quarterstaffs*, *sickles* and *short swords*.

The following weapons sell for 120% of the listed prices in the PHB: *battleaxes*, *broadswords*, *footman's flails*, *longswords*, *heavy maces*, *mauls*, *morningstars*, *war picks*, and *whips*.

Special orders for any gear not found above can be obtained for 200% the prices listed in the PHB and after a wait for 1d8 days. PCs can successfully haggle to lower the prices down to the lower category on a successful DC 14 Charisma (persuasion) check (*i.e. 150% items will sell for 120%; 120% items will sell for normal list prices*). Weapons sold at normal list prices cannot be haggled down further.

ARMOUR AND HELMETS: Padded, leather and studded leather armor are in stock and sell for 110% of PHB list prices. Chain shirts, ring mail and scale mail sell for 150% of this listed PHB values. A single suit of half-plate can

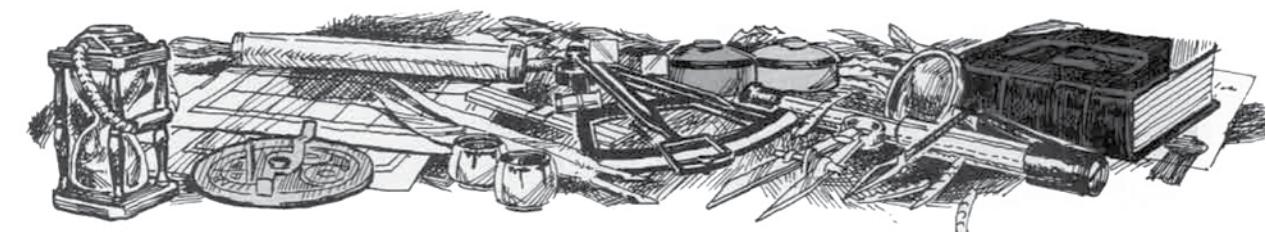
be obtained for 200% is normal PHB list price. Other suits can be specially ordered but cost 250% of list price—half in advance, waiting time 3d12 +6 days, fit not guaranteed. (roll 1d6: 1=too small, 2-5=fits, 6=too large).

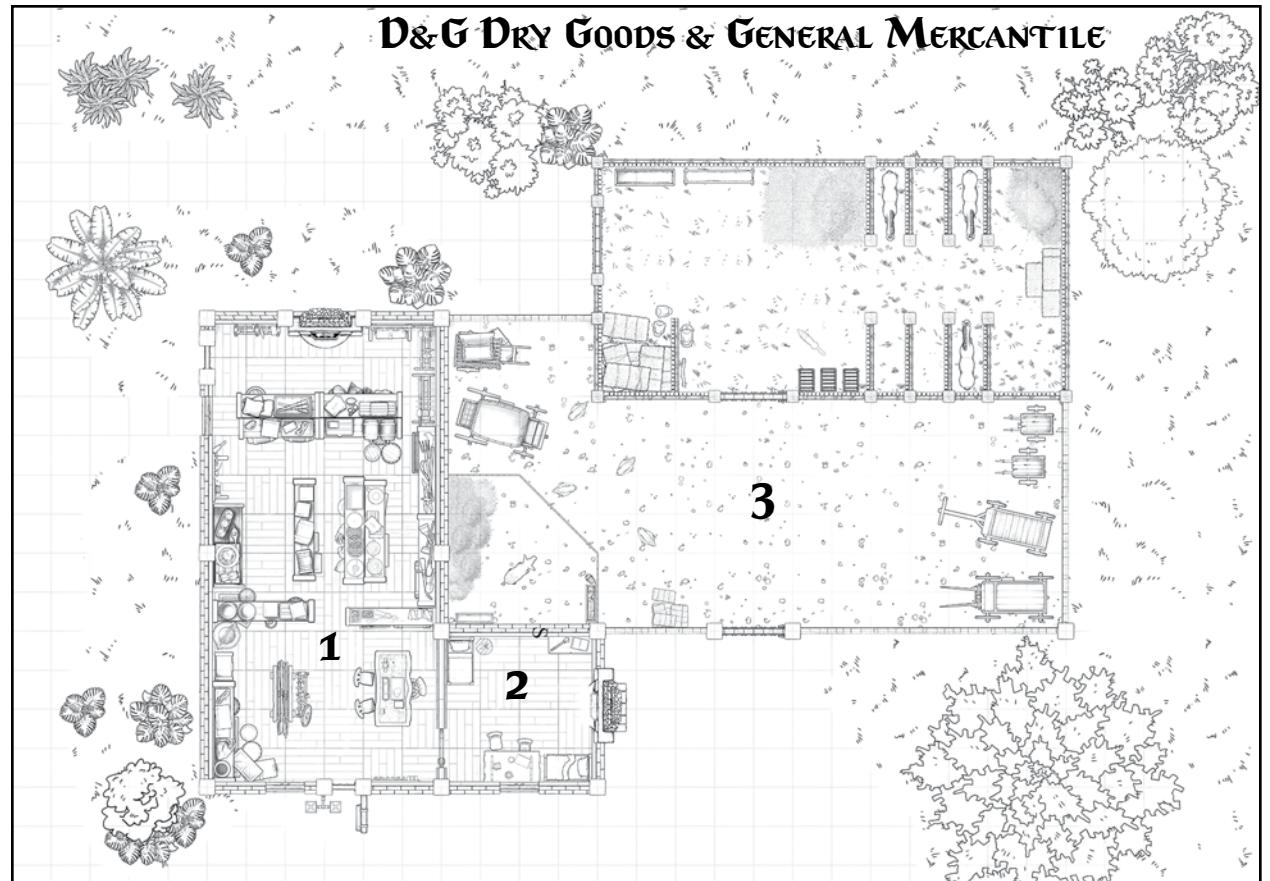
TACK AND HARNESS: Most are available at list price. Dungeon carts are at 75% of list, *one to a customer!*

11. TRADERS' QUARTERS: This room is adequately furnished with two comfortable bunks, table and chairs, wall shelves and pegs, a chest of drawers, and a pair of lockers for personal gear. A small locked coffer holds 300 gp, 150 pp, 50 gems (a mix of amethysts, garnets, pearls, and tourmalines, worth 100 gp each), two *potions of invisibility*, a *potion of speed*, and a small black scarab inscribed with the glyphs TZGY. This hidden behind a portion of the outer wall that is triggered to swing out at the bottom if a small board is slipped sideways.

2. BARN AND STABLES: Horses, ponies, and mules are stabled here. Various other small animals are also available here—mice, doves, chickens, etc. All livestock prices are 110% of list, war-horses 125%.

3. BARNYARD: Out in the yard are 2-5 swaybacked, pot-bellied, old nags, with a like number of vicious but cowardly mongrel dogs. These miserable creatures are for sale, at 70% of list price, as draft horses and hunting dogs.





The horses are 50% likely to stop each turn to rest and if pushed by hard riding or a heavy load, 50% likely to die (check once per half hour of travel time). The dogs bite and snap at handlers at every opportunity, and they will certainly run away (and return to the traders) as soon as they are not tied up. The traders will claim that it is a case of caveat emptor or that the dog is absolutely another beast that simply resembles the one purchased only superficially (perhaps adding a spot of dye to alter its appearance).

NPCs

- Rannos Davi**, (rogue, mastermind 8)
- Gremag Gozlin**, (warlock, old one 6)
- Garent Xag**, man-at-arms (warrior sidekick)
- Bibi**, groom (expert sidekick)

14. WOLOG'S TEAMSTERS

A wooden sign shows a cart and horse, indicating that this is the domicile and quarters of the local carter. Wolog, the teamster, his wife, a grown son and five other children live in the house. The attached barn has two wagons and two carts below, and two drivers live in the loft. The smallish barn to the rear houses a dozen mules. This fellow and his associates are dour, but will gladly accept hire.

Another newcomer, from the town of Devarnish in Veluna originally, and an advocate of Saint Cuthbert, the teamster is very honest. He dislikes the traders, but isn't sure why, and will take time to speak of it if the questioner is careful and a customer. Having lost a wagon and team to road bandits lately, the fellow has only 19 sp hidden under a loose floor board. The teamster's grown son, Wolog Jr., will entertain hiring onto an adventuring party for an equal share in any loot obtained.

NPCs

- Wolog**, teamster (soldier)
- Grina**, wife (commoner)
- Wolog Jr.**, teamster (warrior sidekick)
- Fender, Balan, Fordik, Jik, Feldon**, children (non-combatants)

15. TERRIK'S TREASURES AND FINANCIAL SERVICES

This sturdy new building was a sign hanging above the door depicting three yellow balls, a symbol most PCs from "civilized" lands would recognize as representing the services of a money-changer.

There is a guard near the door wearing chainmail and carrying a crossbow and arming sword. Two large dogs are always nearby. *Niro Terrick*, the noniz money-changer and jeweller will happily exchange coins or metal for other exchange media, charging only 10% of the value. Niro also deals in gems and jewellery (paying from 50% to 80% of actual value), buying, selling (110% to 120% above actual value), and even making it (cost is materials' value doubled, which is the new value of the jewellery also).

He asks no questions and is always obliging and polite. Niro is truly neutral. He has no interest in what happens, although the rise of evil is not desired by him, for it would hurt business. He has a +1 dagger in his boot, and a +1 short sword under the counter. His cash box holds 200 each cp, sp, and gp. A small iron box nearby contains 50 pp, 250 gp, 10 gems worth 25 gp each, and 6 gems worth 50 gp each. In the living quarters of the establishment there is an oaken chest with a poisoned needle trap (DC 15 to detect, DC 15 to disarm. On a fail, the creature must make a DC 15 Constitution save or suffer the poisoned condition for the next 24 hours).

NPCs

- Niro Terrick**, money-changer (rogue 2)
- Fang & Mutt**, guard dogs (use mastiff)

16. PILAR'S FURNISHING

The building is the shop and home of the local cabinet maker, his wife, and two young children. He has an apprentice who does most of the rough work, while the proprietor does the fine work and the limning. He is quite adept at shield designs and sign work and can fashion almost any sort of furniture. The cabinet maker will happily do commissioned work of any sort, but he is not interested in adventuring, of course, nor is his assistant although both do serve in the village militia. The folk here are adherents of the Old Faith. A small cache of 51 gp, and 30 sp is kept under a rock near the back door.

NPCs

- Pilar**, cabinet maker, (guard)
- Hineen**, wife (commoner)
- Peena & Wolon**, children (non-combatants)
- Jensyn**, apprentice (guard)

17. MAIZY'S POTS

A potter is busily engaged in the manufacture of various sorts of dishes and vessels, although most of her work goes to passing merchants or the traders. She has a variety of earthenware bottles and flasks available for sale. The potter, now widowed, has 4 grown children who all work in the business. Her son Felen is particularly unhappy in the family business and is anxious to sign on with willing adventurers if any kind of offer is made.

A crock in the well holds 27 gp, 40 sp, and 6 gems with 10 gp each. The family are follower of Saint Cuthbert and have recently converted to the faith although they still respect the gods of the Old Faith.

NPCs

- Maizy Potter**, potter (commoner)
- Felen Potter**, potter (expert sidekick)
- Maygat Potter**, potter (guard)
- Holden Potter**, potter (guard)
- Zak Potter**, potter (guard)



18. BLACKHAMMER BREWERY

This typical cottage and imposing stone building with a barrel hanging from chains is perhaps the most renowned business in Hommlet; the Blackhammer Brewery.

The house is the home of the local dwur braumeister and his wife and young child. A nephew and his wife have recently come to help run the affair, as it is very successful and the growing business was struggling to keep up with demand with the 4 apprentices they had. Although these dwurfolk revere the Moradin, Braumeister Dag routinely donates money to the Church of Saint Cuthbert and he is on very friendly terms with Canon Terjon, as he was with Canoness Y'dey before him.

The Blackhammer's have had great success, growing their business over the last 6 years to the point where their products are perhaps the

best known beers and ales from Fals Gap to the City of Greyhawk and beyond. Braumeister Dag keeps his recipes very closely guarded; not even his nephew know his secrets let alone his apprentices. All that is certain is that Dag Blackhammer's brews are of amazing quality and are widely sought after. Dag sells most of his product through Verbobonc to the north but the recent increase in bandit traffic on the roads has been costing him of late.

They have sterling silver dinner service pieces worth 500 gp and a gold decanter worth 1,250 gp. A small iron coffer hidden in an upper closet contains 43 pp, 3 gems worth 500 gp each and 3 pieces of jewellery (500 gp, 1,000 gp, and 1,800 gp). A large dog runs free in the house at night.

The brew house has an aging cellar, several vats are on the main floor, the side sheds hold ingredients, and above dwell four apprentice

brewers. These four are basically good folk, and they have only a few coppers between them. They brew the various ales and beers under the direction of the braumeister, and they can drink almost anyone except the master or his nephew under the table.

NPCs

Dag Blackhammer, braumeister (artificer, alchemist 5)
Jenif, wife (fighter, champion 3)
Mika Blackhammer, son (non-combatant)
Ruriks Blackhammer, nephew (fighter 2)
Ginda Blackhammer, nephew's wife (commoner)
Baern, Eberk, Fargrim, Kildrak, apprentices (guard)
Warhammer, dog (use mastiff)



19. SHEPHERD'S COTTAGE

Three dogs guard the home and flock of Black Jay, a grizzled herdsman who does not like company or strangers and says so to any who come onto his property. This retired Gnarley Ranger and is friendly with the olves to the northwest, but he will not become engaged in any adventuring, for his wife and children were slain when he was away in the wars. Black Jay's only friend is his wolf animal companion who he calls *Dog*. If trouble arises, he will fight with the militia but does not consider himself under their authority. He has a suit of *studded leather armour +1*, a shortbow and *+1 arrows*, a *cloak of elvenkind* and an olven sabre.

Other than his gear noted, Black Jay has only a few coins in his purse (9sp and 19 cp) and an old jar in his cupboard with 14 gp, 12 sp and 88 cp.

NPCs

Black Jay, shepherd (ranger, beast master 3)
Dog, animal companion (use wolf)

20. CHURCH OF SAINT CUTHBERT

This newly built edifice was raised by *Viscount Wilfrick of Verbobonc* in honour of the aid rendered to him by the Archcleric of Veluna in the war against the Temple of Elemental Evil.

A somewhat distant hobniz cleric and his assistant officiate during services and otherwise serve their flock. In general, anyone coming to the church in other times will have to deal with the lesser cleric; *Sister Calmert* is a member of the *Order of the Cudgel* and is charged with tending the needs of the flock in Hommlet as well as keeping them in line with the teachings of the Church. The Church has seen a steady increase in converts over the last 6 years and Calmert is known for her zeal in obtaining contributions from newcomers to town. There are even some rumours circulating among some of the Old Faith adherents that Calmert may be keeping these funds for herself. (In fact, this is not true. Sister Calmert is an honest woman and is anxious to donate to the builders of the fortress under construction, and although it should seem otherwise, most of the miscellaneous money she collects for "the church" from characters will go towards building the castle)

The cleric *Terjon*, a member of the *Order of the Chapeaux*, has recently become the chief cleric of the church, taking over from the *Canoness Y'dey* who left unexpectedly and has not returned. Canon Terjon is not particularly friendly and his sternness is a cause of some speculation among the villagers. Actually, this cleric is not a bad guy, but he is rather unhappy with being called to care for the

church while Y'dey is on a quest; Terjon wants to be out adventuring himself, and only the request of the Archcleric of Veluna keeps him in Hommlet. In fact, if the PCs can get past his irritable personality, Terjon may agree to join adventurers for short journeys from time to time.

NPCs

- Calmert**, priestess (cleric, life 1)
- Terjon**, canon (cleric, life 6)
- Melda**, serving woman (commoner)
- Jorge**, handyman (commoner)



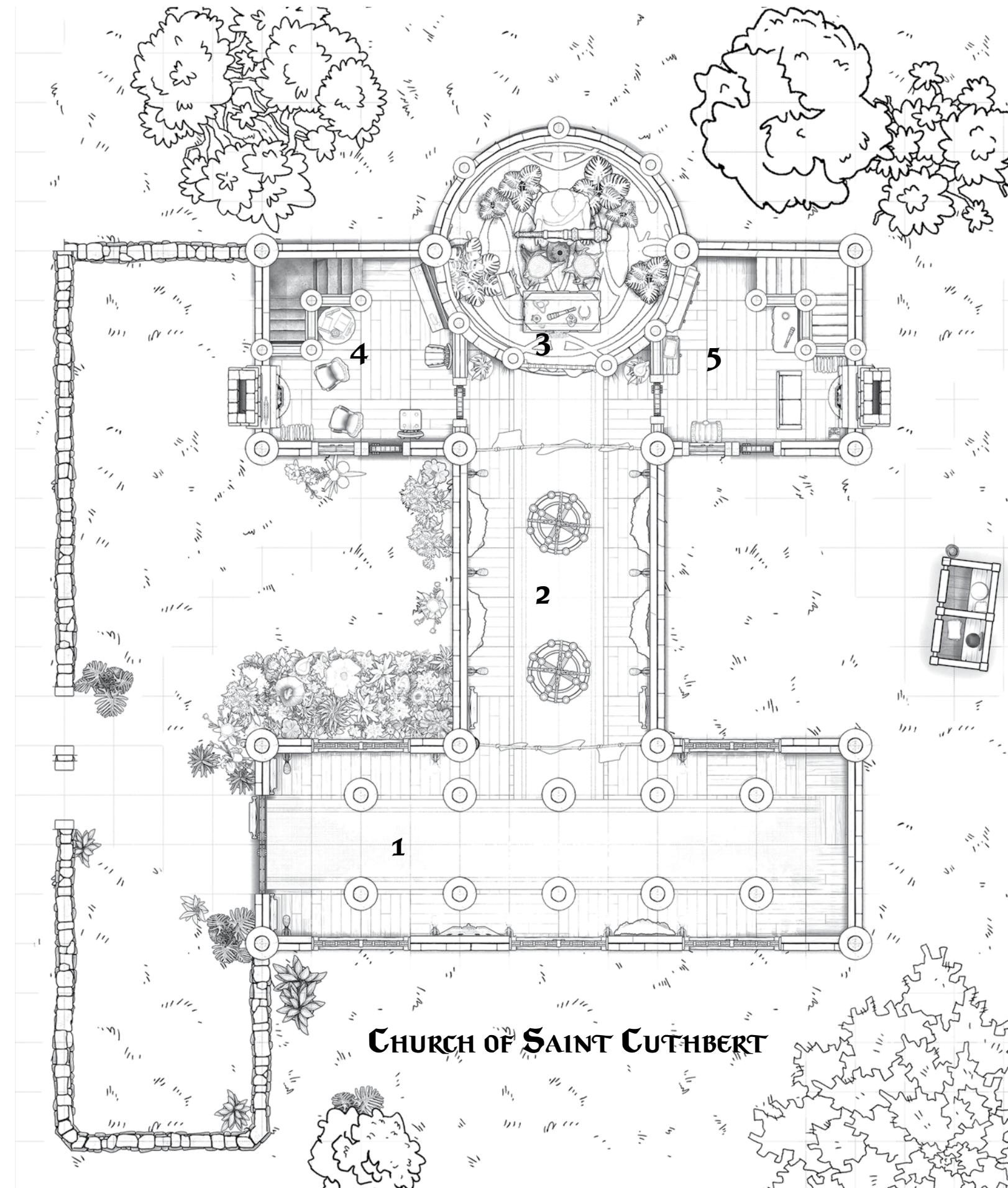
MAIN FLOOR

1. HALL: This is where the faithful come to hear the sermon given each Godsday eve. The place is floored in well-polished birch, with oaken pillars and a ceiling extending all the way to the roof high overhead. The walls are painted in pastoral scenes, and tinted glass mosaic windows of many shades of colour allow light into the hall. There are no benches, pews or stools as parishioners typically stand for services.

2. PROCESSIONAL: Worshippers (as well as those to be confirmed, married, and so on) are allowed to enter this way, led by the cleric or clerics concerned, the latter robed and with thurible and ceremonial cudgels of bronzewood. The floor here is of lighter wood, and the walls are deep blue, sprinkled with star-bursts in silver leaf.

3. ALTAR AND SANCTUARY: The circular chamber is screened by a drape of deep green velvet. Inside is a life-sized statue of Saint Cuthbert, smiling, great cudgel held high with one hand, while the left hand beckons to the doubter and the faithful alike. Growing ferns and other plants are behind this statue, while to either side are tree stumps for the clerics to officiate from, while an altar is carved from a single piece of bronzewood, carved with cudgels, star-bursts, and the sacred sign of the crumpled hat. The walls are wainscoted with carved panels, and a band of holy sayings runs above this woodwork and the painted walls which show various marvels performed by Saint Cuthbert including his defeat of the God-Emperor of the Ancient Suel in hand-to-hand combat in the times before the Great Migrations.

If one of the faithful needs guidance or advice, small sticks are tossed upon the altar, and their conformation enables



the cleric to select which holy saying or combination thereof applies.

Examples are:

- * Square corners can be pounded smooth.
- * Thick heads are not made of glass.
- * Salvation is better than smart answers.
- * Some good folk can understand only one thing.
- * Enlightenment can penetrate even the helm of iron.
- * Evil which cannot be removed must be eliminated.
- * Foolishness can be beaten.
- * Lawful correction lies in a stout cudgel.
- * Capricious behaviour brings knots to the heads of those lacking wisdom.
- * Preach quietly but have a large cudgel handy.

4. OFFICE & AUDIENCE CHAMBER: On non-holidays, those entering the church must come through this room. The lesser cleric of the place will bid them to be seated (on hard benches near the door, not on the padded chairs near the fireplace) and peruse the religious tracts and scrolls on a nearby table, indicate the location of the poor box (emptied after each visitor) and step out for 2d6 minutes. Upon returning, Sister Calmert will inquire sternly as to the business of the visitors, and if it is with the chief cleric, nothing further will be said until a contribution for the needy is given (1 gp per PC is the least she'll accept "from such worthy adventurer's as these". Terjon will be unavailable 50% of the time, and the petitioners must return at a later time (and go through the same routine). Injured or sick or needy folk are not subjected to this treatment, but all aid given is always for a return according to the recipient's ability.

5. VESTRY: This private chamber is for the rest and relaxation of the clerics, as well as for their use when dressing and otherwise preparing for religious services. The steps lead to the upper floor.

LOWER FLOOR

This is a high basement area; the floor is made of stonework.

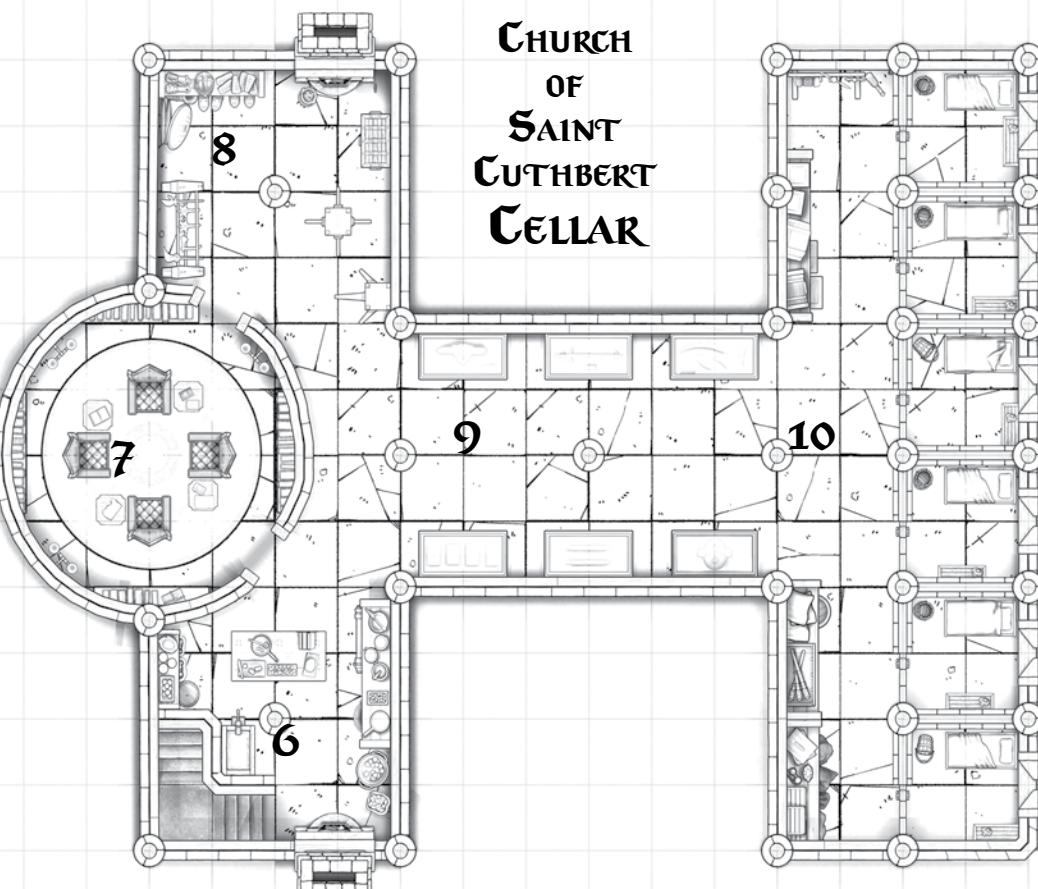
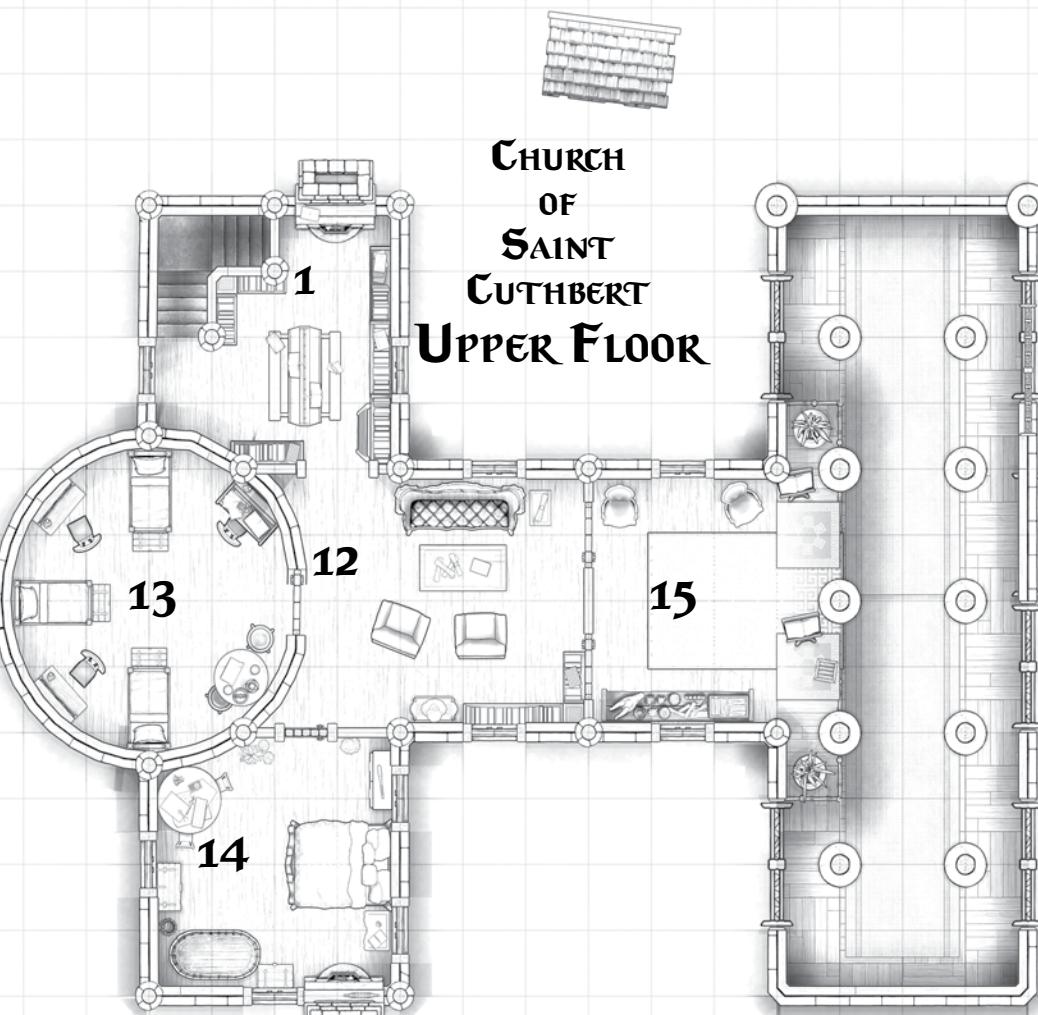
6. CHURCH KITCHEN: A serving woman named *Melda* and her husband, *Jorge*, live here. Melda prepares meals, does laundry and cares for the clerics' needs while Jorge performs handyman duties around church property. All normal meals are taken here.

7. STUDY ROOM. This large space beneath the main altar above serves as a study and library the resident and visiting clerics. Shelves of tomes line its curved walls and comfortable reading chairs are positioned in the center of the room.

8. EXERCISE ROOM: *Shilelagh* practice is conducted here daily. There are weapon racks on the walls containing several clubs, greatclubs, light maces and quarterstaffs. In the middle of the room are wooden practice dummies.

9. SACRED TROPHIES GALLERY: On display here are copies of dented helmets, maces, clubs, and knobbed cudgels renowned to be relics of the faith of Saint Cuthbert.

10. CELLS: Needy laity, acolytes, or criminals and offenders against the faith can be housed/confined in the small rooms here. Each has only a peg, pallet, and pail. The tiny window is barred, and the heavy, iron-bound door of each cubicle can be bolted fast from the outside.



UPPER FLOOR

11. CHURCH LIBRARY: There are many religious and legal works here—tomes, librums, scrolls, volumes, etc. Hidden in a thick book entitled *Legal Affairs In Veluna 213 to 312 CY* is a scroll of 7 clerical spells (one spell of each level) and an amulet of health.

12. UPPER HALL: Here visiting clerics can sit in large upholstered choirs and couches during sermons.

13. ASSISTANT CLERIC'S CHAMBERS: Here Calmert and any other underpriests find quarters. The room is large, and well enough furnished, but many cords and ropes with coloured wooden beads of appropriate size attached to the ends hang from the center. Above, where the tower extends yet another 30' or so beyond the ceiling overhead, are a collection of bells, chimes, and gongs which must be sounded at certain times of the day (down, noon, dusk) and during Godsday services in certain melodies and patterns, and Calmert must see to this. There are two cots in the room, a brazier, and various miscellaneous furnishings. One of the large block beads is actually a lump of platinum of 10 gp weight—Calmert's total cache.

14. CHIEF PRIEST'S CHAMBER: This is a comfortably furnished, well-appointed room. The mantle of the fireplace lifts up to reveal compartments which hold: a bronze neck chain set with 3 500 gp rubies and an amber cudgel worth 2500 gp on a platinum chain (worth 150gp), a +1 mace, and a scroll of protection from good and evil. Note that Terjon is unaware of this cache. Only Y'dey knows of its existence. Terjon keeps the church funds (16 pp, 102 gp, 317 sp, and 546 cp) in a locked iron coffer beneath his bed. All contributions received go here after taking out 20% for Terjon and 10% for Calmert (*these are the usual*

salary amounts, and these percentages are reduced in cases of large grants and gifts).

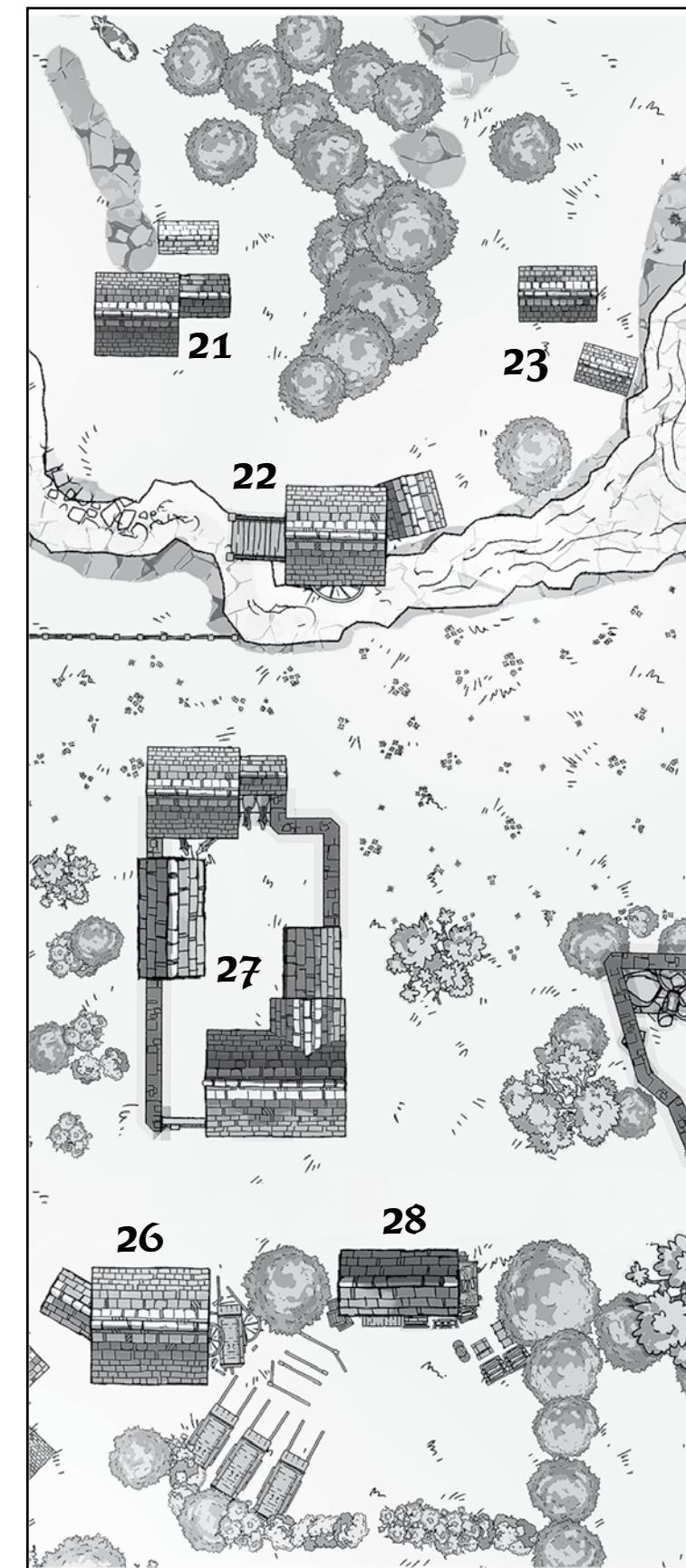
15. BALCONY: From this spot, about 15' above the floor below, the chief cleric of the church delivers his weekly and special addresses and sermons.

**21. MENGER RANCH**

These well-kept buildings are obviously those of a cowherd, and a particular odour is quite noticeable in the area. The farmer, his aged mother, wife, and seven children including three grown sons who, are also are militiamen, have a dairy and make cheese. The trader and the inn take what does not sell to passing merchants, so very little is available to individual purchasers. This family is part of the congregation of Saint Cuthbert. They have a sack with 42 sp and 189 cp under the floor of the cheese storage shed. Brank and his 3 older boys all serve in the militia and Brank served in the siege of the moathouse in 569 CY and memories of that event still haunt him. Both he and his sons wear leather jacks and wield guisarmes and arming swords if called up.

NPCs

- Brank Menger**, rancher (guard)
- Mother Menger**, cheesemaker (non-combatant)
- Shanar Menger**, cheesemaker (commoner)
- Stetven, Bale, Hodra**, older sons, (guards)
- Gabal, Sten, Vargas**, children (non-combatants)

**22. MILLER AND BAKER**

Here dwell Alvan Miller, his wife, 3 children, and 2 apprentices, a brother sister originally from Ostverk who've been sent to Hommlet to apprentice under their uncle Alvan. (Breyna and Whil are the children of Alvan's youngest sister). They grind grain into flour, of course, and goodwife Miller and her apprentice bake bread, biscuits and cakes for the townsfolk. These folk follow the Old Faith, are pillars of the community, and tend to be cool toward strangers—suspicious with good cause. A large dog is inside the millhouse. Alvan has a store of 5 gems of 100 gp value each hidden inside an old mill stone.

NPCs

- Alvan Miller**, miller (guard)
- Kalleigh Miller**, baker (commoner)
- Breyna Whilson**, apprentice baker (guard)
- Whil Whilson**, apprentice miller (guard)
- Zak, Ban, Palan**, children (non-combatants)

23. MEDDEN FARMSTEAD

A somewhat reclusive farmer, his grown daughter and her son dwell here. Both Varn's wife and son-in-law were killed during the fighting with the Temple of Elemental Evil. They are not particularly successful at farming, but they are excellent fishers, trappers, and hunters. Varn has been distant with everyone since the loss of his wife and it is not uncommon for him to disappear into the wilderness around Hommlet for days upon

end, leaving his long suffering daughter and her 7 year old son who was born after the death of her husband in 569 CY.

The villagers are not particularly fond of these folks. Terrys is only in her twenties, and is quite attractive but aggressively independent and she's turned away a number of suitors since the death of her husband at Emridy Meadows.

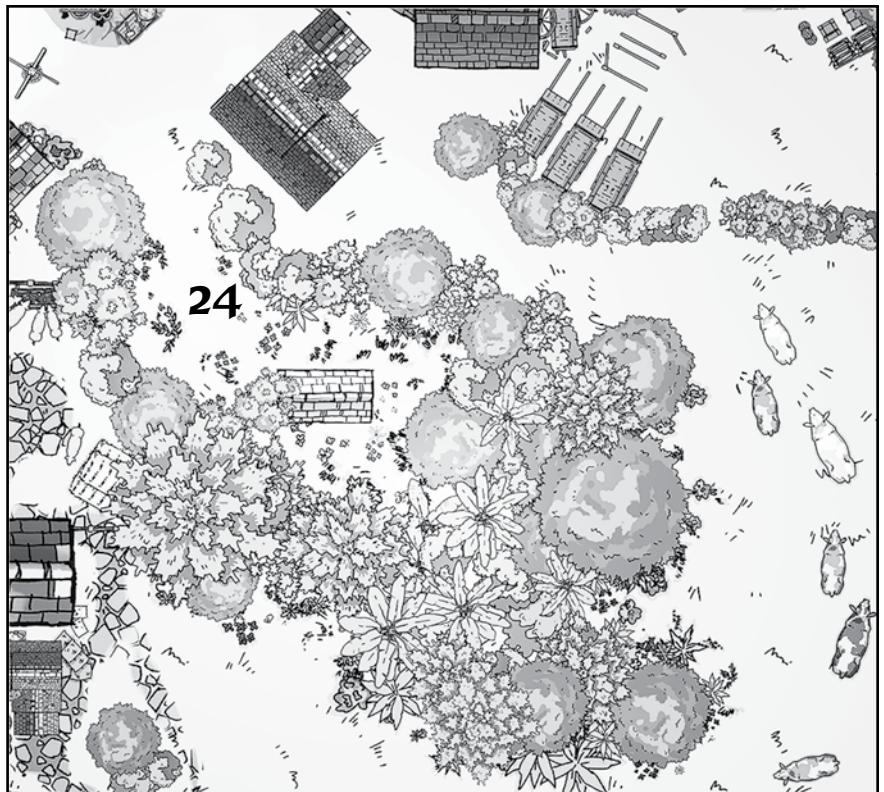
These people do not follow any religious persuasion, so they are excluded from most village functions. They have saved 73 sp in a hollow of the tree to the north.

NPCs

- Varn Medden**, farmer (ranger, hunter 3)
- Terrys Medden**, daughter (ranger 1)
- Scolan Wenga**, son (non-combatant)

24. THE DRUID'S GROVE

This is obviously a place of worship. The trees are neatly pruned, and the grass is well-tended. A carefully placed line of bluish stones sets off the path leading to a rock cairn where flowers, nuts, berries, and garlands of leaves are placed. A small path leads beyond the shrine to a low-roofed wooden building placed under the great boughs of the central oaks of the copse. A call will bring forth the druid Jaroo Ashstaff. All comers to the Grove are expected to make offering—then and there, and the druid will so state. If the visitors are not followers of the Old Faith, they are expected to give a minimum of 2 gold pieces to Jaroo as donations towards the needy of



Hommlet while the faithful are asked to give as they can afford. Jaroo will listen to requests for assistance from those who contribute.

Jaroo is an agent of the *Gnarley Wood Circle*. He appears as a physically elderly and feeble Flan man but he carries himself in such a way as to command respect from all who see him. He was sent to Hommlet to see keep an eye out for any resurgence of Temple of Elemental Evil, and to help repress any rise of evil of this sort. He also oversees the religious needs of the folk of Hommlet who are followers of the Old Faith, conducting seasonal rites as well as marriages, name days and funerals when required.

He will give aid by spells but not accompany a party. If the group is a suspicious one, Jaroo will follow at a distance to see what goes on. He has a huge black bear named *Shaggār* who is always nearby but out of sight 95% of the time. Hidden in his cottage are: a scroll with a control weather spell, a potion of invulnerability, and a decanter of endless water; also there are 3 gems worth 500 gp each, 22 pp, 189 gp and

111 sp—all stored in a stone box beneath the floor of the root cellar and all trapped (DC 15 Intelligence (Investigation) to locate it; failure triggers a scything blade that slices down across the thief's hand causing 1d8 points of slashing damage).

Jaroo's demi-olven initiate, Ono, sleeps in a small tree house in the trees behind the cabin. He can usually be found about the grove tending the herbs and fungi when he's not bussing tables at the Inn.

NPCs

- Jaroo Ashstaff**, druid (druid, land (forest) 7)
- Ono**, initiate, (aspirant)
- Shaggār**, huge black bear, (use polar bear)

25. WENGA'S DAIRY

The place is obviously that of a herdsman. His wife is dead but his full-grown son helps him tend the dairy cows while his daughter-in-law work churning butter and producing cheese. The herdsman's elderly mother, *Rika*, cares for her five great-grand children. A cousin from a farm outside Verbobonc, *Jeska*, also helps to tend their flock of goats, and she has brought her two dogs along. These folk are friendly, but they are not interested in adventure and have little interest in the way of goods. The dairy farmer has managed to save only 9 gp and 33 sp which he stored away in a small wooden box hidden in the rafters of the upper main room. He and the Druid of the Grove are good friends.

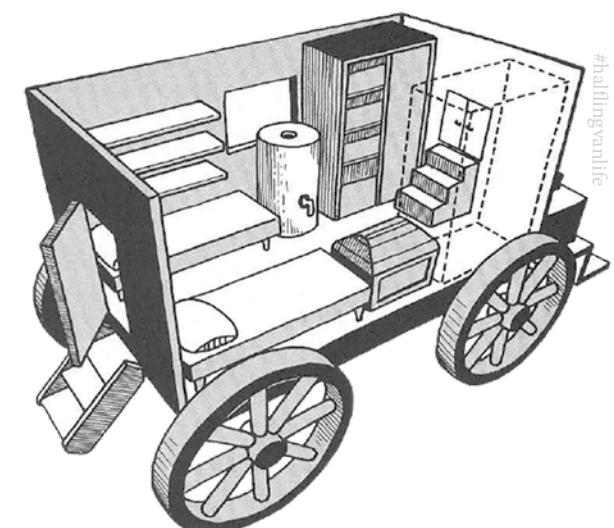
NPCs

- Bran Wenga**, rancher (soldier)
- Rika Wenga**, mother (wizard, divination 2)
- Bendin Wenga**, son (guard)
- Reygin Wenga**, daughter-in-law (commoner)
- Jeska Wenga**, cousin (scout)
- Garik, Wilm, Gleg, Gren, Konie, Pegh**, children (non-combatants)

26. WAINRIGHT'S WAGONS

This is the residence and shop of the local wheel and wainwright. The main part of the structure is a barn where he builds and repairs carts and wagons. The owner is the head of the only hobniz family in Hommlet. *Hogan Wainright, esquire* is a harfoot hobniz from eastern Furyondy who fought with Prince Thrommel's forces at the Battle of Emridy Meadow as a scout and lookout. He settled in Hommlet with his wife *Beka* and their three young children shortly after the fall of the Temple having spent time in the village during the wars. Hogan was knighted for bravery in the face of the enemy by Thrommel himself and he is proud to use the epithet "esquire" in his full name.

Hogan's two grown sons and their wives all help out with the business while Beka tends her grandchildren. Both Hogan and Beka spent some time adventuring although they are no longer interested in such things. The same cannot be said about their sons and daughter-in-law however. That generation of Wainrights is anxious for a life beyond Hommlet and may be convinced to join adventurers if the offer is fair. If an offer is made to one, they will not accept without an identical offer being made to their spouse.



He has a strong box hidden behind a secret compartment in his bed chamber that contains a platinum bar (worth 1000 gp), 250 gp, 123 sp. He and his whole family (his children excluded) will fight with the militia if called up. Hogan wears +1 studded leather and slippers of spider climb and wields a +1 short sword. Beka wears scalemail armour and wields a +1 short sword and shield and also has a ring of protection +1. His sons and daughters-in-law all wear leather armor and wield shields and spears.

The Wainwrights' products are well known throughout the region for their superior quality and their prices reflect that, typically being 110% to 120% above list prices in the PHB. They specialize in carriages and overland wagons tailored to hobniz or noniz size but the majority of their work is made for bigger folk.

The Wainwrights are followers of Arvoreen but their faith has little impact on their dealings with both the followers of the Old Faith and the Cuthbertines although Canon Terjon, himself a tallfellow hobniz, regularly seeks to convert the Wainrights to the ways of his god.

NPCs

- Hogan Wainright**, wagonmaker (rogue, thief 3)
- Bekka Wainright**, wife (fighter 2)
- Heen Wainright**, eldest son (warrior sidekick)
- Binee Wainright**, wife (expert sidekick)
- Jiani Wainright**, youngest son, (expert sidekick)
- Shelli Wainright**, wife (spellcaster sidekick)
- Bean, Bara, Blenda**, children (non-combatants)

27. SHERIFF'S MANOR

This place has on 8' high stone wall and a heavy gate. It is the residence of the village sheriff and a number of servants that perform the day to day duties on the sheriff's land.

There are two servant girls and four hired farmhand quartered in the loft of the stable which is where the sheriff also keep her prized warhorse, *Ebon*. While the sheriff is a follower of Saint Cuthbert, her servitors are all followers of the Old Faith. In time of attack, villagers nearby seek safely in this compound.

The sheriff is not originally from Hommlet and stands out as such due to her strong Suloise bloodline. *Sheriff Ludovica Hesta* has shoulder length hair of platinum blond and her skin is markedly paler than the heavily Flan-influenced bloodlines of the folk of Hommlet. She is originally from Niole Dra in the Kingdom of Keoland but was Viscount Wilfrick's squire at the Battle of Emridy Meadows and was rewarded with the lifetime position of sheriff as a reward for her service. Although it took some time, she has earned the respect of the folk of Hommlet for her calm demeanour and level head.

She has a council composed of the Druid of the Grove, the chief cleric of the Church of Saint Cuthbert, the captain of the militia, the innkeeper, the miller and, most recently, the spellcaster Burne and his associate, Rufus. Once each new moon she holds a village meeting to hear ideas and complaints, as she is also the justice of the peace. She wears glamoured studded leather armour that appears to be simply a set of fine clothes. On her hip is a +1 rapier and she also has a greater potion of healing in a small belt pouch.

A secret compartment in her bedroom contains an iron box with 4 pieces of jewellery (400, 900, 2,000, and 5,000 gp value), 100 pp, and 428 gp. A pressure sensitive contact plate in front of the compartment requires a DC 18 Wisdom (perception) or DC 16 Intelligence (investigation) to detect and failure results in spear trap being triggered that causes 1d10 points of damage on a failed Dexterity saving throw (DC 14). She has silver dinnerware valued at 750 gp and several gold dishes worth 1,300 gp total. She personally carries the equivalent of 10 gp in her purse.

NPCs

- Ludovica Hesta**, sheriff (fighter, eldritch knight 3)
- Vienee, Rena**, serving girls (commoners)
- Mogrund, Venh, Lenn, Jilban**, farmhands (guard)

28. BILBY CONSTRUCTION

This large, newly constructed building has a sign showing a saw and hammer on its face. It is the shop and home of the local carpenter, his wife, and a younger brother. He also does work for some of the other tradesmen in town and is currently at work on barrel staves.

As typical, he is too busy to think of adventuring. Having come to the village about two years ago, this family is considered as "outside" folk, although they do train and serve with the militia. Bilby equips himself with studded leather armour, a shield and an arming sword while his brother wears a leather jack and wields a voulge. They are followers of Saint Cuthbert. Bilby keeps 78 gp, 23 sp, 76 cp and a silver ring worth 20 gp in an iron lock box under his bed (DC 15 to pick the lock). His wife owns a silver chain with 12 silver coins, a 25 gp total value.

NPCs

- Bilby**, carpenter (guard)
- Vindera**, wife (commoner)
- Pinder**, apprentice carpenter (guard)

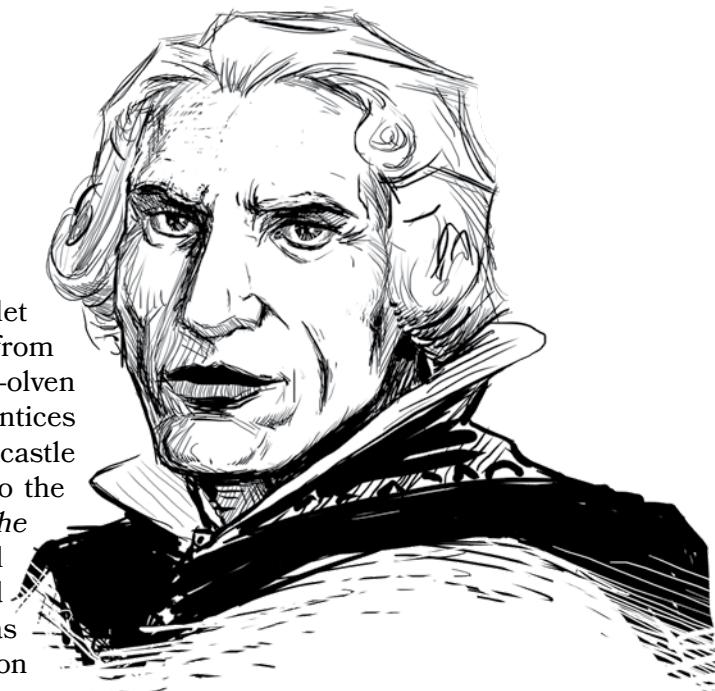
29. STONEMASON'S HOUSE

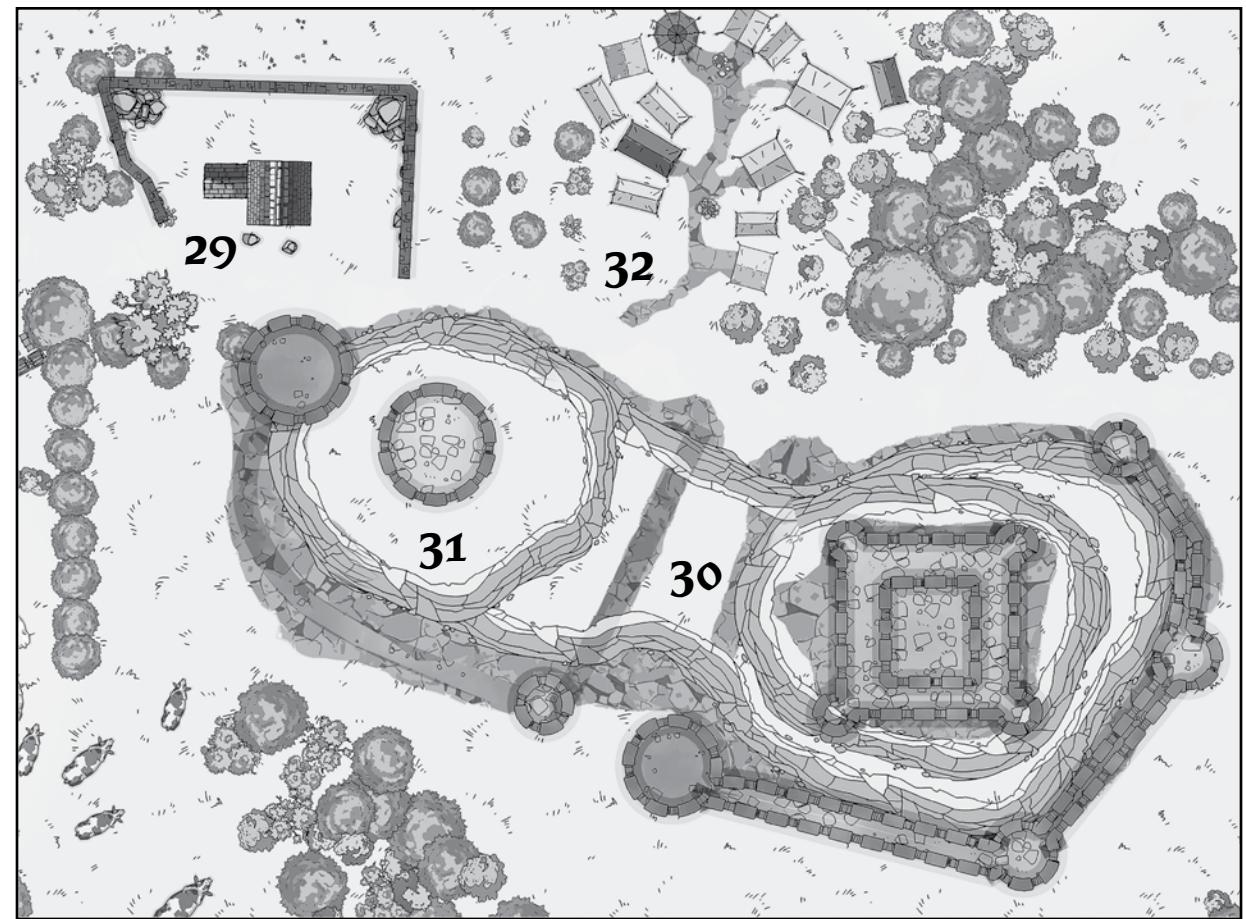
Another of the newcomers to Hommlet recently built this stone house set off from the road by a stone wall. The demi-olven stonemason and three dwur apprentices dwell here and are at work on the new castle being constructed on the low hillocks to the southeast (location #31 below). *Laree the Mason* is always well-dressed, jovial and obviously both well-travelled and well-educated. His gregariousness has ingratiated with Hommlet's population

quickly and he is often found carousing with the locals at the Inn of the Welcome Wench in the evenings although, with a successful DC 15 Intelligence (insight) check, a PC may take note than Laree is rarely, if ever around when Terjon, Calmert of Jaroo are present.

Laree says he is from Dyvers originally and has been contracted by Viscount Wilfrick of Verbobonc to design and construct a small castle at Hommlet. The construction is being funded by both Verbobonc and Veluna for the part the folk of Hommlet played in the downfall of the Temple of Elemental Evil. His design was approved by Rufus and Burne and construction began about a year ago with the first guard tower finished 5 months ago. Since then, the retired adventurers Burne and Rufus have moved into the tower along with a squad of mercenaries employed by the pair.

Laree's 3 dwur apprentices oversee and direct the manual labourers who live in the tent city in the field across from the construction site. All 3 are known for their foul dispositions and tend to keep to themselves, ignoring even the other dwur in town like the Blackhammers.





Laree's home is furnished with expensive furnishings, including satin and silk upholstery, tapestries and other artworks on the walls and a number of antiquities can be seen on various shelves and displays. The artworks are worth 2,500 gp total and Laree has a locked jewellery box that contains a number of rings, broaches, and necklaces, etc, worth 750 gp total. In an adamantine lock box (worth 100gp itself), he stores 500 gp, 250 sp and 100 cp along with 5 gems worth 100 gp and one worth 500 gp. In his wardrobe is a suit of +1 chainmail and a +1 light mace. He carries 25 gp and 25 sp in a coin purse at all time. In addition, Laree has a large wardrobe of expensive, fine clothing worth 100 gp total.

Each of his dwur apprentices carries 10 gp and 10 sp each and had a suit of scale mail armour and warhammers and hand axes in their quarters. Each also has a polished black river stone in their coin purses. These stones have a spiral symbol carved into their faces.

NPCs

Laree the Mason, master mason

Gark, Throndir, Beylar, apprentice masons (soldiers)

30. HOMMLET KEEP (UNDER CONSTRUCTION)

Here are the beginnings of a smallish castle, being built around a new tower atop the low mound. Workers have dug deep trench lines about 10' wide and as deep, down to a hard clay, and it can be seen that they are in the process of mortaring the foundations of the wall which they will build above. Work has barely begun, but the outlines of bastions, towers, a gatehouse and a keep can be noted.

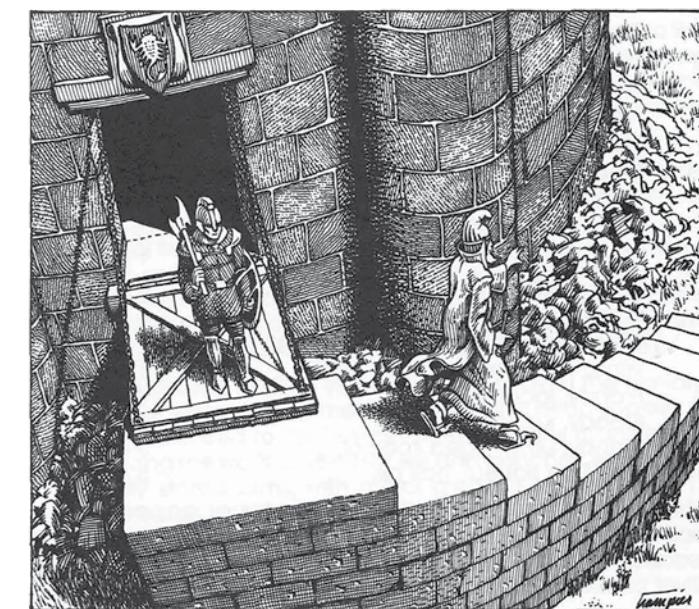
The keep is atop the second hillock, and considerable excavation has taken place, the earth from this digging going to use in the walls around the whole. Some dressed stone

blocks are visible, evidently having been carted in from elsewhere, as they are not similar to local stone. The whole is being financed by the *Viscount of Verbobonc* and the *Archcleric of Veluna*, for the bravery and assistance provided by the people of Hommlet during the battles against the Temple of Elemental Evil. Two retired adventurers, Burne the wizard and Rufus the fighter are co-castellans, a position their have received for previous favours performed. In return, the pair serve the Viscount's local representative, *Sheriff Hesta* by holding the area safe and reporting on any untoward happenings.

31. COMPLETED GUARD TOWER

This 60-foot-tall tower is just the first part of an entire castle planned for the site, funded by generous royalty who owe its inhabitants—the fighter Rufus and the wizard Burne—more than a few favours. Sixteen loyal human mercenaries, known as *Burne's Badgers*, reside in the tower. Though not part of the militia, they readily come to the aid of any villagers if so ordered by either of the castellans.

This structure is some 55' high, a smaller tower rising inside the greater at about 35' above the ground. Its entrance is accessible only by going up a curving flight of stone stairs



which terminate in a landing about 10' above the ground. The outer door of the tower lowers to form a bridge to the stone landing. There are numbers of arrow slits around the tower, and it has a splay around the base to about 6' height. The lower and upper battlements are machicolated, the merlons being pierced for archery as well. Two men-at-arms watch from its roof (*use scout stat block*).

Inside dwell Rufus the fighter, and Burne the wizard. Both came to Hommlet some three years ago, had some considerable success in adventuring, including the defeat of a large bandit force which had plagued Verbobonc, and it is rumoured that they gained considerable treasure in the killing of a green dragon that had been preying on gnome communities in the Kron Hills to the west. It is well known that these two men are tough and very cautious but are willing to give some aid to adventurers for a price. Rufus leads a squad of men-at-arms and he coordinates Hommlet's defense efforts with the sheriff and militia.

Both men are friends of all of the important folk in the village. Virtually all sorts of standard equipment are stored in the completed tower, and both Burne and Rufus have several potions, scrolls and other gear and wealth as well, as indicated on the relevant room descriptions.

NPCs

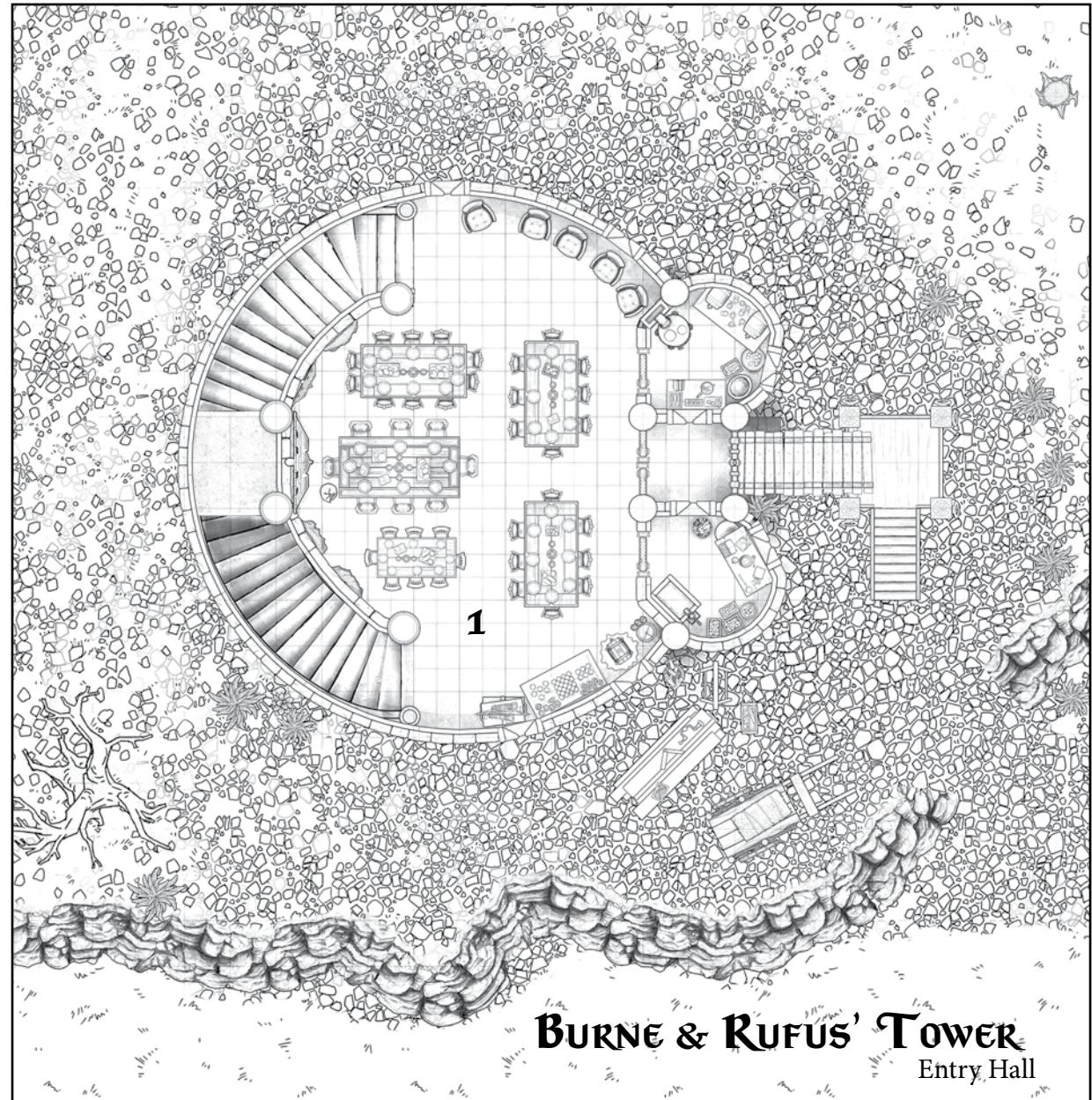
Burne, "His Most Worshipful Mage of Hommlet", retired adventurer (wizard, abjuration 8)

Rufus, retired adventurer (fighter, champion 8)

Markan of Gryrax, mercenary captain (veteran)

Ferkis, mercenary sergeant (veteran)

Burne's Badgers, mercenaries (10x soldier, 3x scout)



GUARD TOWER

1. ENTRY HALL: Entry to the tower is on this level. The drawbridge is 1' thick oak planking bound with iron and operated by windlass. The small entryway is closed off by a stone wall and an inner door of iron. A guard (use soldier stat block) is on duty here. This door is flanked by shuttered arrow slits, and there are two murder holes in the ceiling. Boiling oil can be dropped down on intruders from above requiring a DC 15 Dexterity saving throw. Failure results in 3d6 fire damage

and an additional 1d6 fire damage at the start of each of the creatures turns until they spend an action to mitigate the oil's effects. Creatures take half damage on a successful save.

A sturdy iron stove is in the north alcove, and here most of the cooking is done by servants (two to three). The lords of the place sit in judgment or at a table in the curved alcove. Trestle tables can be extended down and across to accommodate about 40 people when a

feast or revel is held. Several comfortable chairs are placed along the walls, and these walls are hung with tapestries and decorated with shields and arms and hunting trophies—12 shields, 4 arming swords, 2 longswords, 4 spears, 2 battleaxes, various heads and horns. Ramps curving upwards and downwards lead to other levels.

2. LOWER LEVEL: This is the ground level (where the outer batter (splay) thickens the wall). Here are kept all sorts of supplies—food, ale, beer, wine, oil and so forth. 14 cots and simple wooden footlockers are spaced out along the exterior wall and serve as the bunks for the regular members of Burne's Badger's (the officers sleep in the upper levels of the tower). The place is not pierced with slit or window. Ramps lead up and down to other levels of the tower.

3. CELLAR LEVEL: Horses are sometimes stabled here, and there are heaps of straw, hay, and oats to provide for their needs. Normally, only the steeds of Burne and Rufus (*a light and heavy warhorses respectively*) are kept here at night. There are four cells along the southeast wall for prisoner retention. Each is closed by an oaken door, barred, locked, and chained. There are also fetters and chains in each cell. A secret door leads to a small natural cave with a spring.

4. HALL AND LADDERWAY: The upper levels of the tower can be reached from this point by a steep set of retractable wooden stairs about 3' wide, very similar to a ladder. A guard (*use soldier stat block*) is on duty at the foot of the ladderway at all times.

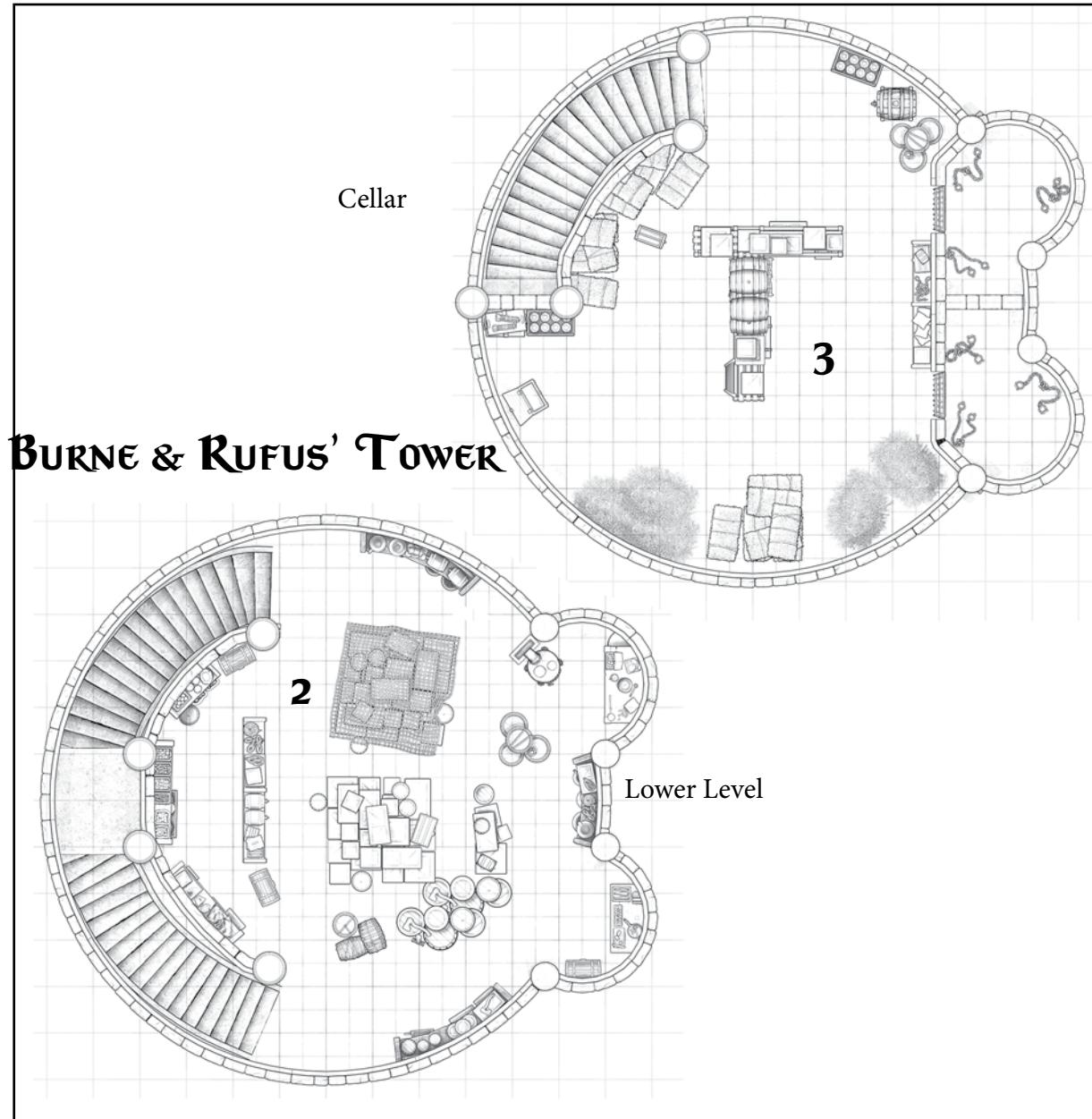
5. BURNE & RUFUS' CHAMBER: This is a well-appointed room with a large bed, sturdy oaken chests, chests of drawers, a large armoire, and wardrobe. A pair of large chairs, a table, and stools adorn

the chamber and a workbench occupies much space along the wall. Various items of use to magical research—alembics, beakers, jars, flasks, and the like, filled with strange substances, line shelves. A clutter of parchment sheets, scrolls, and a few books are spread on a table/desk. Clumps of dried vegetable matter, bunches of herbs, bones, skulls, and bottles of fluids fill a wall case, hang from the ceiling, etc.

Stands of armour and weapons adorn another wall. There are rugs and skins on the floor, tapestries on the wall, and a +1 longbow and quiver of arrows hanging near the bed. The quiver contains 14 silver-tipped arrows and 6 +2 magic arrows. Under a loose stone in the fireplace is an iron box with 3 500 gp gems, 100 pp, 200 gp and 250 sp.

Robes, cloaks, and capes of various sort and colour are hanging from pegs near the entry, and a large black staff leans against the wall there (the staff is mundane but has *Nystul's Magic Aura* cast upon it and made permanent with a *Permanency* spell). A box under the bed holds a set of *bracers of throwing daggers* and a silvered dagger plus various and sundry dungeoneering equipment items





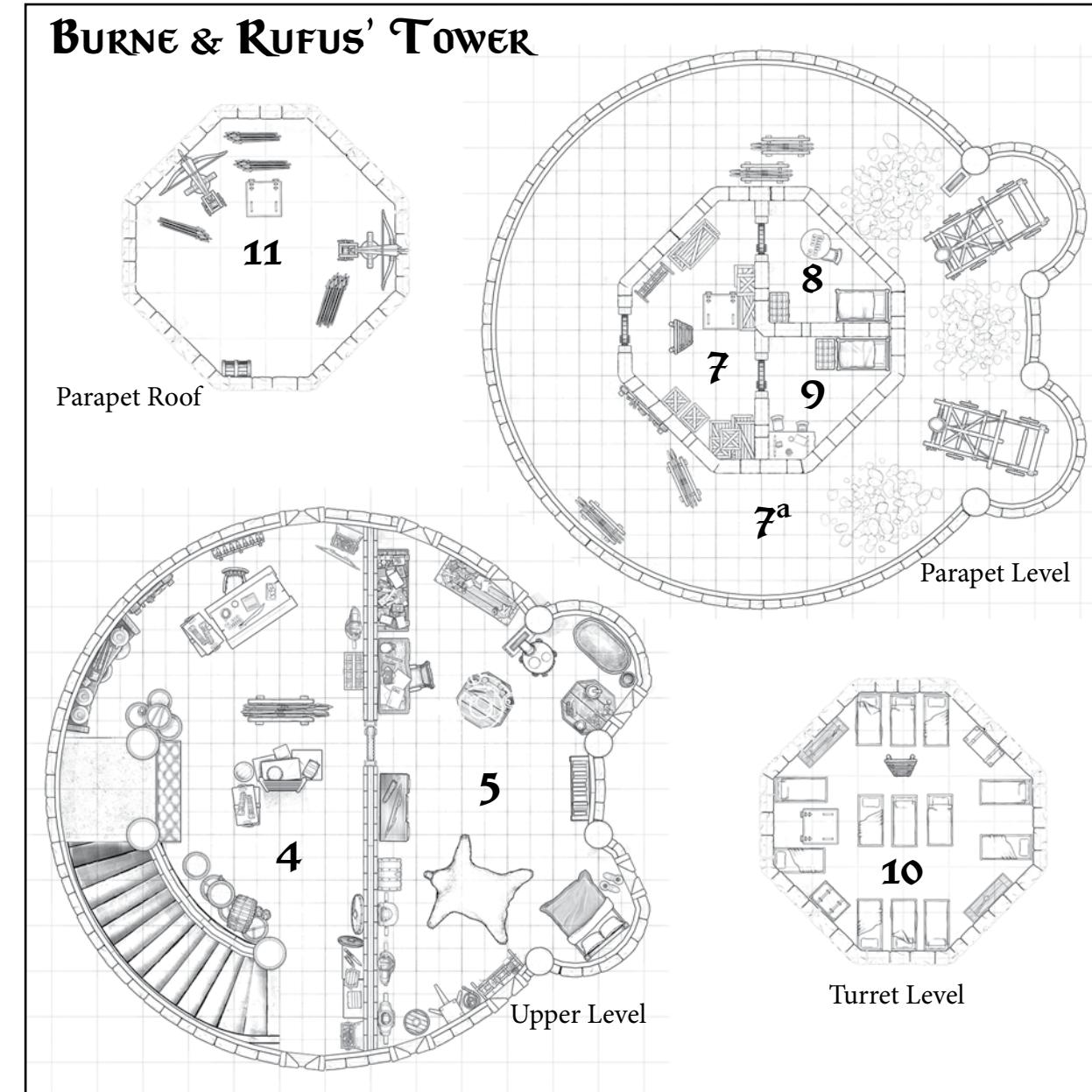
including six vials of holy water, a silver holy symbol of Boccob, a wand with a permanent light spell cast upon it (kept in a ivory tube lined with black velvet), and a silver knife.

A flat chest fastened amidst the rafters to appear to be part of the flooring overhead holds: 2 1,000 gp gems, 7 100 gp gems, and 100 10 gp gems. A locked iron coffer holds 200 gp, a ring set with on emerald (1000 gp value) and a scroll of seven spells which Burne is debating whether to use it to expand his spell book

or to save for an emergency. The scroll contains: *mirror image*, *pyrotechnics*, *web*, *comprehend languages*, *suggestion*, *ice storm*, and *transmute rock*. His spell book is camouflaged to appear as the seat of the one of the armchairs in the room. Along a high shelf are 4 potions: 2x of greater healing and 1 each of invisibility and clairvoyance.

7. HALL: The ladder way from below exits here, where an iron door leads to the parapet surmounting the lower tower.

BURNE & RUFUS' TOWER



Another ladderway extends to the upper level of the turret. A barrel of 20 javelins is beside the door.

7a. PARAPETS: As noted previously, the battlement is machicolated, the merlons pierced for archers, and at positions marked A, there are light catapults—one at each—with smooth boulders and small rocks stacked around the base of the turret and near the engines as well. Two soldiers are on duty here (*use soldier stat block*).

8. MERCENARY LIEUTENANT'S ROOM. This chamber is sparsely furnished, with a heavy crossbow and 100 crossbow bolts stored near the door. This is the chamber of *Markan of Narwell*, who serves as Lieutenant of Burne's Badgers. A small coffer holds 73 gp and 4 gems worth 100 gp each. When not on duty, Markan's chainmail armour, shield and +1 broadsword are locked in a stout large chest (DC 13 to pick the lock).

9. MERCENARY SERGEANT'S ROOM:

This room is much the same as the lieutenant's quarters, except that this room is the quarters of Ferkis, the demi-euroz who serves as Burne's Badger's sergeant. There are 8 quivers full of crossbow bolts and a heavy crossbow here along with Ferkis personal belongings that consists of some clothing and personal effects, a breastplate and longsword. He has a purse with 2 pearls worth 100 gp each gems, and 12 gp and 48 sp in it.

10. TOP LEVEL OF TURRET:

This place is filled cost, foot lockers and a few benches along the walls along with two weapon racks; one containing 8 spears and 12 javelins and the other 6 light crossbows with 100 crossbow bolts in 4 crates. The men-at-arms often spend time here while on not on active duty gossiping and playing cards or dice.

11. TURRET ROOF:

This position is reached by ladder from below. The battlement machicolated, with pierced merlons. There are two scorpions here, along with a long box which holds 30 heavy spears which they fire. Another chest contains rags and pots of oil for

the fashioning of flaming missiles to discharge from the scorpions. There is usually a guard here also (use soldier stat block).

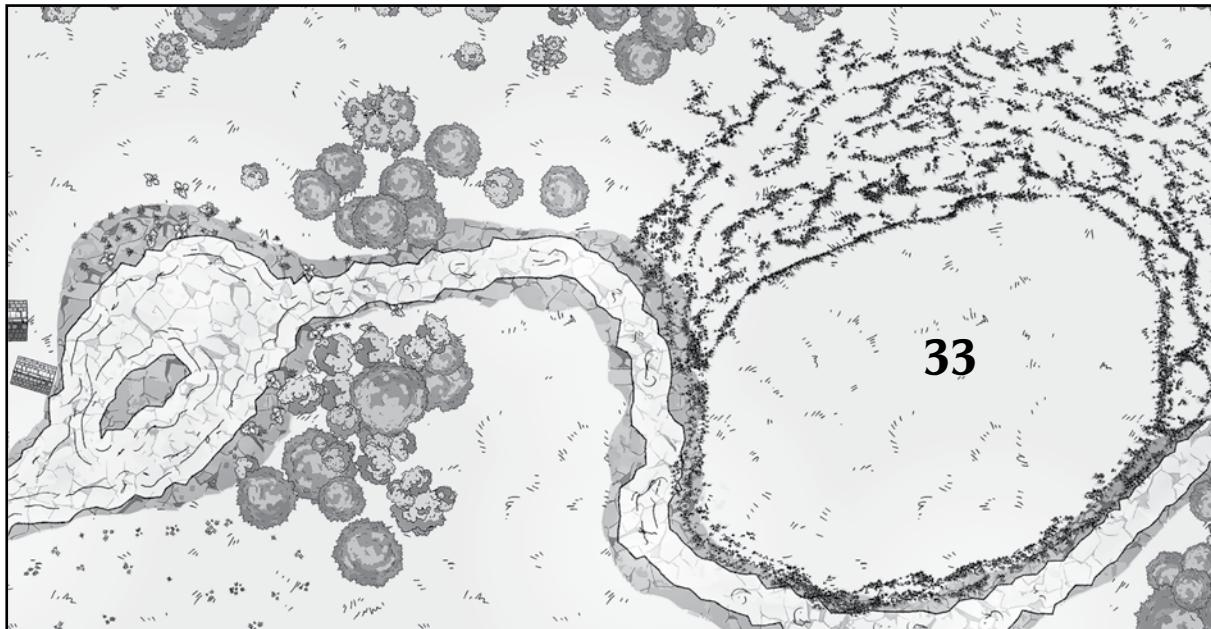
32. TENT TOWN

Some dozen temporary shelters are along the edge of the copse of trees here. They house 18 peasant labourers and associated train—women, children, stray dogs, etc. They are the workers constructing the new castle. Whenever a load of materials is sent from Verbobonc, there will be a half-dozen new labourers with it, and a like number will return to the town with the empty wagons. A few villagers also work on the project from time to time, and all put in half a day's labour once per week.

These workers do not earn much and only occasionally will one or two decide to spend their hard earned coin on drink and revelry at the Inn, instead most spend most of their non-working time around their camp fires.

NPCs

- 18 labourers**, construction workers (commoner)
- 29 peasants**, workers' families (non-combatants)

**33. IAARANFALT'S HILL**

Just north of the Tent Town a large, flat-topped hill rises some 60 feet above the otherwise flat valley of the Imredys Run, forcing the stream to bend around it. It is covered by tall grasses, shrubs and a plethora of wild flowers but the area is largely avoided by the folk of Hommlet. This is due to its sole inhabitant, a Korred hermit by the name *Iaaranfalt*. As a result, the entire area is known as *Iaranfalt's Hill*. This enigmatic fey creature has resided here for as long as anyone can remember and its believed he's resided under this low hill from before the region was even settled by the Flan. Iaaranfalt is close friends with Jaroo, the Druid of the Grove, and will allow him to visit but he otherwise prefers Hommlet's inhabitants leave him to his solitude other than once each year during Richfest when the followers of the Old Faith in town bring offerings of precious metals and precious stones (often just a few silver pieces or polished quartz crystals).

Iaaranfalt has carved out many chambers beneath his hill and there are rumours that some of the deeper tunnels lead deep into the Underoerth. As mentioned he keeps to himself but if a threat appeared in Hommlet, Jaroo could call upon him to assist in the village's defense.

NPCs

- Iaranfalt**, korred hermit.

Character Hooks

To begin an adventure, all that is really needed is that the PCs be in Hommlet with time on their hands. Adventurers worthy of the name should have great trouble resisting the temptation of any number of possible quests available from the various inhabitants of the village from Canon Terjon to the local shepherd; adventure abounds in Hommlet and then, of course, there are the infamous ruins associated with the feared *Temple of Elemental Evil*.

Because you want the PCs to explore and learn about the area on their own, it is probably best if none of them are actually from Hommlet or the surrounding region.



Here are some ideas for getting them to Hommlet and involved in the action:

- * One or more characters are descendants of someone who fought in the Battle of Emridy Meadows and who seek to learn more about the area and its history.
- * The party learns that adventurers rarely go to Hommlet anymore, which means there's no competition for the challenges that remain for brave souls such as they.
- * The area has such a reputation and exciting history that, despite reports of peace and prosperity, it might be worth checking out anyway.
- * A friend or relative of one of the PCs lives in Hommlet and sends the character a letter suggesting that trouble is brewing in town. This person has no real information but is just going on intuition—which proves to be accurate.
- * The PCs are hired to transport some precious cargo or a message to someone in Hommlet.
- * The PCs are in a more urban environment like the cities of Dyvers or Greyhawk and they hear rumours the Temple of Elemental Evil is rising again and heroes are needed to prevent it.
- * The PCs are in a more urban environment like the cities of Dyvers or Greyhawk and come upon a fallen paladin who has just been accosted and killed by unknown robed figures. Upon his corpse they find a book containing notes on the Temple and Elemental Evil and a crude map to both Hommlet and the old ruined moathouse.
- * The PCs could begin their story as new recruits to *Burne's Badgers*, acting on behalf of the town in any number of quests.



Hommlet Environs

Hommlet is nestled among the Kron Hills which stretch from the Lortmil Mountains to the Gnarley Forest. This region forms the frontiers of the lands controlled by the City of Dyvers, Celene, Verbobonc, and the Archcleric of Veluna, although Hommlet itself falls within the sphere of influence of Viscount Wilfrick of Verbobonc. They are the remnants of mountains, their peaks now worn and rounded with age. The grassy upper slopes are very fertile and provide grazing for the many flocks of sheep raised by the Kron Hills noniz. The forested lower slopes shelter numerous valleys and glen where crops of all types are grown.

The Kron Hills are also mined for many metals and gems. Considerable deposits of silver and copper are found throughout, while iron and tin are found in abundance where the hills meet the Lortmils. Along the Shortspur are found great deposits of gemstones, namely malachite, chrysoprase, chrysoberyl, a dark green jade with unique turquoise swirls, and brilliant black opals and emeralds.

With an estimated population of 20,000 noniz, the Kron Hills are home to the greatest concentration of those sturdy folk in the Flanaess. Large portions of the hills are officially under the control of Verbobonc, Celene, Veluna, and Dyvers. However, the Kron Hills gnomes are accorded much freedom to govern themselves, the hills are considered more of a protectorate by the surrounding states than anything else. The noniz communities are very organized, and they tend to keep themselves as isolated as possible from humans. They feel a strong sense of brotherhood for their relatives who have moved to Verbobonc and other urban areas in the region, but resist any attempts to export city ways to their villages. Noniz agricultural and mineral resources are typically brought by noniz merchants from the hills to Verbobonc for resale and most noniz aristocratic families in the Kron Hills have

cadet houses in Verbobonc and some even range as far afield as Dyvers and Greyhawk.

There are a few dwur strongholds in the Kron Hills where they meet the Lortmils with the trading town of Rockhall being closest to Hommlet. Although the dwurfolk remain aloof from the humans in the regions, they are quite friendly to the noniz whose help was crucial in driving the humanoids out of the Lortmils during the Hateful Wars. These solitary halls serve as a link between the wealthy and isolationist dwarven kingdoms in the heartlands of the Lortmils and the outside world, aided by the noniz.

The hobniz of the Kron Hills are nearly all concentrated in the village of Littleburrow with an unrelated community of stout hobniz also in Gallow's Corner in the south of the region. They are a very isolated bunch, separated from the gnomes and outside the borders of any other state. They tend flocks of sheep in the surrounding hills, fish for the great pike of the Clearwater, and cultivate grain in the river valley. The valley is also the home of a tribe of centaurs. The halflings share their crops with the centaurs, who in turn have pledged to protect their little community. They are very fond of each other, and centaurs will often be seen racing through the lightly wooded valleys with halfling riders clinging to their backs.

The only olves within the Kron Hills, except for those in Ostverk, live in the stretch of hills running through the Gnarley Forest. They happily roam the forested crests and avoid all contact with other races. The elves of Celene have attempted to extend greater control over this region, but have met resistance from the independent-minded sylvan olves of this region. It is said that great veins of ore are to be found in the Kron Hills here, but exploratory parties have been constantly thwarted in their attempts to penetrate the highlands by bands of elven bowmen and their druidic allies.

The Hills are also home to many humanoids, mostly small groups of jebli and occasionally buchveer. These are kept in check by the noniz,

but patrols often find the remains of missing caravans in some of the more out-of-the-way spots. The real problems are the verbeeg and hill giants who live in the southern hills along the Shortspur range that connects with the Lortmils. They often raid into the Greenway Valley, and retreat before the gnomes can retaliate. Punitive expeditions by the noniz after particularly bloody or destructive raids are not unknown.

KEY LOCATIONS

Emridy. The township of Emridy is situated about a day's hard ride east of Verbobonc near where the Velverdyva begins its bow that ends near the City of Dyvers. Previously known as *Shela*, it was overrun by forces from the Temple of Elemental Evil during that conflict seven years ago, and most of its citizens were slain by the ruthless humanoid hordes. The current population is primarily composed of newcomers from elsewhere in Verbobonc, the Wild Coast and beyond. The town was renamed Emridy in the hopes that famous name would attract adventurers, and with them wealth.





Many small creeks and natural springs provide ample water for the region's new homesteads. The township is divided into a patchwork of farms, each owned by a vassal of the Mayor of Emridy, a position appointed by the Viscount of Verbobonc. Many rows of trees cross the countryside, delineating the boundaries of each farm. There are no villages in the township, and the only urban center is the small thorpe of Emridy itself. Situated on the High Road, and with increasing numbers of visitors coming to see the location of the great battle to the south of the village, the community has been growing rapidly with the recent construction of an inn, smithy and general store. What excess foodstuffs exist are sold by the Mayor to the Viscount of Verbobonc to support the

city's high demand. The folk of Emridy are a very independent lot. Their village marks the border between Verbobonc, Dyvers, and Furyondy.

A few leagues to the south of the village itself lies the infamous battlefield of Emridy Meadow; a vast low lying area that was once part of the Gnarley Forest but has been cleared for centuries. It is once again a vast sea of short grasses and colourful wild flowers but for several years following that legendary battle between good and evil, little grew here and even today the refuse of battle can be found everywhere from discarded, broken and rusting weapons and armour to smashed siege weapons. The bones of a dozen races are scattered across its

meadows. Undead are fairly common but a detachment of Gnarley Rangers patrols this region regularly looking for these foul creatures.

Etterboek. This small town of about 300 people is nestled along the banks of Nigb's Run where it meets Railor's Creek. It gets its name from the great number of ettercaps which plague the hills and fens between here and Nulb, and are a constant menace to travellers. The lands of the town belong to a human noble, *Winstin Jugalis*. He almost never leaves his villa on the Nigb, except when summoned by the Viscount himself, and leaves the everyday affairs of the town to his daughter, *Paloma*. She is well-loved by the townsfolk for her kindness and genuine concern for their welfare, and she can often be found visiting the sick or injured.

Gallows Corner. The village of Gallow's Corner was settled a long time ago by a rather adventurous hobniz by the name of Gallow and contrary to popular belief has never been a place of executions of any kind. It is an easy going place recently beset by the minions of the Temple of Elemental Evil; but now for the past several years had been rather quiet...as is the liking of the resident stout hobniz folk. That changed late last year when a band of hobniz adventurers discovered a lost dwur ruin deep in the hills above the community. Since then word has been spreading and more and more outsiders have been about.

The Gnarley Forest. The Gnarley is a wild forest, although much of it is claimed by various states. It is an ancient woodland, and its trees grow to immense size. The canopy blocks most of the light so that there is little brush throughout the forest, and it seems to lie in perpetual twilight. Where the Kron Hills enters the Gnarley, the cover is less dense with

many secluded glades and valleys. The forest is dominated by oak and ipp trees, with intermittent groves of dekla and yarpicks. Thick ferns are found along the Jewel and Serault rivers. Flowering plants are rare, except in the less wooded highlands where bluebells and crocuses abound, but the beautiful ivoryblossom (a white-petaled, orchid-like plant) can be found throughout the rest of the forest. The Gnarley teems with small mammals and birds. Giant spiders are found in the northern spur of the forest, while bears and wolves prowl the rest. The most dangerous threats in the forest are owlbears, giant beetles, and marauding humanoids.

The fringes of the wood are patrolled by Verbobonc in the northwest, Dyvers and Greyhawk in the north and east, and Celene in the south, while the deep interior is home to many communities of free-spirited woodsmen and olvenkind. In the deepest and oldest parts of the forest, treants and faerie folk repel all trespassers

The largest settlement within the Gnarley lies along the Forest High Road just as it emerges from the eastern edge of the Gnarley Forest. During the days before the Temple of Elemental Evil, Sobanwych was a thriving community which supported the trade from Celene, Verbobonc, the Kron Hills, and beyond. It had grown to a small town of about 800 inhabitants, many of whom have since relocated. It is little more than a ghost town now, home to roughly 40 families who are clinging to the hope that trade will return. They are at once a downtrodden and hopeful lot and would be beholden to any who attempt to revive the Forest High Road trade. They fish the Serault River and its tributaries and farm the fertile land at the forest's edge. The villagers pay homage to *Wenta*, Goddess of the Autumn, West Wind, and Harvest,

and there is a large temple dedicated to her in the town square. Most of the town has been abandoned, but many buildings are still in good shape.

Deep in the Gnarley, due west as the dragon flies from the thorpe of Emridy, lies lair of *Chauptichlorinus*. This huge mound of earth and vegetation is the home of an average sized, adult green dragon. *Chauptichlorinus* has only recently arrived (by dragon standards, at least) in this region. She was forced to flee from her lair in the Welkwood by olven adventurers from Celene. Nearly slain in the battle, *Chauptichlorinus* fled to this place and here made a small band of verbeeg and vassals.



Greenway Valley. Although small noniz villages are scattered throughout the Kron Hills, it is in the lightly wooded Greenway Valley that the majority of gnomes make their home. This pastoral valley has grown to become one of the largest noniz settlements in the Flanaess, mostly due to the brisk trade carried on with the merchants of Verbobonc. Currently, the valley is home to about 10,000 gnomes. The valley is divided into twelve townships, each administered by one of the gnome families seated

on the Assembly of the *Kron Hills*. The townships of *Wilm*, *Greenrest* and *Barra* have all grown larger than the others, each being village sized, while the central township is the seat of the noniz *Clanlord*, *Urthgan the Eldest of Barra*. His family has ruled the noniz of the *Kron Hills* for over 500 years, and is well-respected by nobles and commoners alike.

The houses in the valley are very reminiscent of the buildings of Verbobonc, a mix of old and new, noniz and gothic styles. This should not be surprising as Greenway Valley was the birthplace of the famous gnome architect *Snirthiglin*, who drafted the plans for Verbobonc years ago. Many also live in "rents" (cellar in the noniz tongue), preferring the smell of the earth to the open air homes of their brethren. Along the Greenway, numerous inns, merchant houses, markets, and taverns are located, catering to traders and travellers alike. Smallish warrens also abound, for those who prefer a more traditional living space. Each warren houses an extended family of 20-30 noniz. Each township has a large trading house along the Greenway where goods from the mines are received, stockpiled, and sold to traders. By noniz law, no product of the mines may be sold by the nobles at any other place. All commerce thus centers around these houses. An agent of the Assembly, the *Satveegr*, oversees each factory. He is responsible for the collection of taxes, the auditing of the mine records, and for mediating disputes which arise between the trading houses and traders. These posts are especially sought after as there is ample opportunity for monetary gain associated with them.

Marshals, based out of the fortress-town of Kron, and appointed by the Clanlord, travel throughout the valley on a regular circuit. Their duty is to keep the peace in the various townships. Most rulings



may be appealed to the various members of the Assembly; however, in matters regarding inter-township crimes and disputes, the Marshals answer only to the Clanlord. These Marshals are among the most respected individuals in Greenway Valley, recognized for their integrity, honesty, and wisdom.

Outside of the 12 townships, there are 3, "special districts" under the authority of the Assembly: *Tulvar*, *Kron* and *Sheernob*. *Tulvar* is unusual in that it rests entirely beneath the oerth being the home, primarily, of deep gnomes, also known as *svirfneblin*. The town itself is actually the most populous in the valley but none save the noniz would know it since the sole structure above ground is the *The Dragon's Shadow Inn & Tavern* which caters to those few outsiders who may have business here and prefer to stay above ground.

At the eastern approach to the valley lies the fortress and town of *Kron*, which serves as the primary defensive location for the Assembly and whose warrens and tunnels are said to be extensive enough to house the entire noniz population of the valley should the need arise. This fortress guards the passage into Greenway Valley. It is remarkable in that it is dug completely into a small outcropping of rock, rising along the Greenway, as the gnomes refer to the High Road where it passes through their lands. The gnomes sculpted the rock into an impressive fortress, commanding a narrow defile between two steep hills. The Greenway passes through the fortress of *Kron*, and can be completely blocked by the gnomes if necessary. A garrison of 100 gnomes is always stationed here, and reinforcements can be quickly brought up from the Greenway Valley. Outsiders are not permitted within the walls of the fortress but much business is conducted in the town, mainly with the olves of Celene and the forest folk of the Gnarley.

Outside of the valley proper is the mining village of *Sheernob*. Lying along the north south road to Celene it is the only community under Assembly authority to have non-noniz residents; 40% of the population being human with a handful of dwur who came here from the Lortmils a generation ago. The town was founded on opal and jade mining but these were

shut down almost twenty years ago when diggers struck a massive aquifer and flooded the mines, killing hundreds. After ten bleak years that saw the town nearly deserted, a renowned family of noniz artificers, the *Oddwaddles*, devised an arcane solution and have since been using their unique skills to keep the mines water free and operational.

Each township within the valley has an organized militia, and the total force of Greenway Valley numbers close to 2,500 noniz soldiers when fully mustered. They may be raised by either Clanlord Urthgan or by the Viscount of Verbobonc (with the clanlord's approval). The noniz volunteered to aid the dwur of the Lortmils during the Hateful Wars, and the last time the militia was raised was at the request of the Viscount who desired their help against the hordes of the Temple of Elemental Evil. Since its sacking, life has largely returned to normal in the valley, and happiness and prosperity have returned to the gnomes of the Kron Hills.

The Imredys Run. The Imredys Run is navigable by small riverboats up to the village of Nulb. Much traffic used to flow along this river, although it now is used mostly by river pirates. Its headwaters lie in the hills high above the town of Gallow's Rest and it runs north past Sheernob, through Hommlet and Nulb and along its northern length it winds along the verge of the Gnarley Forest until it empties just below a large island in the Velverdyva.

Ironhold. At the headwaters of the Clearwater River lies the ruined stronghold of the *Kilthduum* clan of mountain dwarves: Ironhold. During the Hateful Wars, a fleeing horde of euroz deceived the stronghold defenders into believing them to be a returning dwur patrol. Gaining control of the main gate,

the orcs swept through the halls and slaughtered its inhabitants, mostly the elderly and children, in a mad frenzy. When the *Kilthduum* warriors returned to the hold after the Hateful Wars, they found it firmly in the grasp of the euroz invaders. Repeated attacks proved fruitless, and in a final act of vengeance the *Kilthduum* High Priestess of Berronar, *Gilvgola*, called a curse down upon the stronghold. She climbed the cliffs above the entrance and cast herself from them as a sacrifice to Berronar. The goddess heard her plea, and the entire cliff face broke away, burying *Gilvgola* and the entrance under thousands of tons of rubble. The warriors left their once-great stronghold and scattered to various parts of the Flanaess.

The stronghold entrance is still blocked by the fallen cliffs, and the rubble is haunted by the ghost of *Gilvgola* and the guards who allowed the euroz into the fortress. They exists as *haunts* (qv), and their remaining task is to reclaim their ancestral home. To this end, they will possess the body of any who approach and attempt to enter the stronghold by means of secret entrances. Since the stronghold is now home to about a thousand orcs, they have so far failed in their attempts to recapture it from the humanoids.

Littleburrow. This village, located where the Veluna High Road crosses the Clearwater at a point where it is particularly wide but shallow, is the home of about 150 hobniz of Stoutish blood. They dwell in small burrows, hence the village name, which typically have only one door, a shuttered window, and a chimney. They are very carefree, working only as much as they need to, and rarely interact with the other communities of the Kron Hills. This is as much due to laziness and disinterest as for any other reason. They prefer to let the world come

to them via the High Road, than to travel it themselves.

There is one inn in Littleburrow, *The Galloping Pike*, on the east bank of the Clearwater beside the Clearwater Ford. Prices are quite low, and the quality and entertainment grand. Since travellers are the village's main source of news, the hobniz attempt to make their stay as enjoyable as possible.

There is no official mayor of Littleburrow, but each year the inhabitants elect a Sheriff. His job is to judge legal matters, of which there are few. He is also the liaison with the gnomes of the Greenway Valley. As such he is constantly shuttling back and forth between the two communities, sometimes even traveling to Verbobonc itself. This allows some of the more adventurous halflings a chance to 'see the world' without too much danger.

The hobniz are very friendly with a tribe of centaurs which lives to the southeast. The grain they raise is traded to the centaurs for their hornwood bows and a variety of fruits, particularly karafruit, which the hooved folk gather in sheltered glades.

Mol. This small town of about 700 people straddles a dirty red tributary creek of the Nigb. Upstream mining by the local lord has caused significant erosion in the hills surrounding the *Mol Run*. The high iron content of the earth gives the stream its muddy red colour, but while it seems dirty, it in fact teems with large, ochre-coloured catfish.

The township is the fief of *Karadan Thurstix*, a descendent of one of the original Aerdy nobles who was granted title to the land in 155 CY by the Overking who then held sway over this region. The Thurstix family has ruled the local region for over four centuries,



even though they have been no friend to the noniz. The animosity between them stems from incursions into the Kron Hills and the seizing of rich iron mines from the local gnomes. Although they were already productive mines, the Thurstix nobles greedily expanded them in a fruitless attempt to extract greater quantities of high quality ore. Not only were they unsuccessful, but they caused many cave-ins and deaths, and destroyed quite a few of the original mines as well. The noniz have never forgotten or forgiven this offense.

The township is relatively peaceful, although on the poor side. The people live off the land, and are only moderately taxed by their lords who seem to have learned from their past mistakes. The current lord is quite unhappy with the economic state of the township, especially regarding the constant refusal of the Kron Hills Assembly to do business



Nigb's Rest. This small village was the home of the legendary noniz adventure, *Nigb* (pronounced *nig-bee*), one of the founders of the current Viscount of Verbobonc. Upon his retirement he established a thriving coaching inn on the banks of the river named after him. Over the years a village grew up around the inn, named *Nigb's Rest*. *Nigb* and his successors since have renovated and expanded the original inn and today *Nigb's Rest* Saloon is a destination location for gamblers and entertainers from across the Flanaess. Its annual *Carnival of Carnivals* attracts visitors from far and wide.

The village itself exists primarily to serve the Saloon.

in Mol. This is exacerbated by the failure of the rich southern mines, which were the township's only true source of wealth. Since most travel passes along the High Road through Etterboek, Mol has gradually experienced a decline in prosperity and population. The current lord is anxious to settle this problem, especially the dispute with the gnomes; however, he is too proud to apologize for his family's actions and refuses to return the now worthless southern mines to the gnomes who demand both.

The town shows the tell-tale signs of near poverty, and outsiders are warmly welcomed as their money is so crucial to local businesses. The road passes through the center of town, and bridges the stream by the Talking Catfish Inn. The service and quality are excellent, and the innkeeper, *Ioudi*, is very informed and talkative about affairs in the township.

Local farmers supply the saloon with nearly all it needs and Blackhammer Breweries in Hommlet is a primary supplier as well. Others find employ as grooms and stable-boys, servers, cooks, valets, etc. The Saloon keeps a smith and master carpenter on staff for the needs of its patrons. Professional escorts are ubiquitous as are pick pockets, cheaters and other ruffians. The proprietor, who has always been named *Nigb* (each successor changing their name upon taking ownership of the saloon), employs a number of bouncers and not a few mercenaries to patrol the road around the village and to take care of especially unruly patrons.

Nulb. Situated on the western edge of the Gnarley Forest, Nulb is just outside the borders of the Viscounty of Verbobonc. Free from organized justice, it has become a haven for outlaws, bandits, and other unsavoury characters. Unfortunately, it also lies on the Forest High Road which connects Celene with Dyvers. Though at one time the Forest High Road was a main route from Celene and Verbobonc to Dyvers, it has fallen into disuse since the rise of the Temple of Elemental Evil some years ago. Most travellers now prefer to take the longer and safer route through Hommlet and Etterboek and on through Verbobonc and the Velverdyva.

Oakham. The town of Oakham is second only to Verbobonc in population, and is home to about 4000 individuals. Its importance stems from two aspects: its location along the Low Road, the main land trade route between Veluna, Verbobonc and Dyvers, and its fine quality oak industry from which the town takes its name.

Not only has the town prospered greatly from the trade routes which pass through it, but its oak woodworks are famous from the City of Greyhawk to Chendl.

The finest craftsmen, human and olven, dwell within the city and apprenticeships to them are highly sought by even veteran woodworkers. The seal of the Oakham Woodworkers Guild is enough to triple the price of a piece of furniture or other item. The guild is also unique in that it has its own branch of agents who patrol other towns and cities for fraudulent use of their name or seal. When such evidence is produced, the local magistrates have always been very cooperative in dealing with the perpetrators.

Although the town is constantly engaged in harvesting trees to support the craftsmen, they have maintained friendship with the inhabitants of the Gnarley Forest through a variety of means. Foremost of these is their annual tree planting festival, *the Planting*, which takes place 4th of Planting during Luna's full moon. Nearly half of the township takes part in the planting of trees in deforested areas which are then blessed by druids of the Old Faith, and the high priestess of Beory who travels from Verbobonc for the event. Not only do the trees seem to grow more quickly than usual, they are always of nearly perfect health and beauty. Furthermore, the local lord, *Mayor Brewgen Quickstride*, is an ex-Gnarleymen, and he maintains goodwill with that group and has assured them of the benevolent intentions of the local industry.

Osnabrolt. This small village was originally built into one large mound by its noniz founders. The gnomes skilfully dug their warrens into the sides of the hill, creating an underground village, linked by dozens of interconnecting passages. Windows and doors are cleverly built into the hillsides so as to be screened from sight by sod, bushes, and trees. A few noniz have built small houses, which dot the hill with little, sod-covered mounds—unnoticeable to all but the keenest-eyed

olve and noniz

Ostverk. This small village lies just outside the territory of the Fey of Celene. Its population is quite small, comprising only 25 gnome families and few olven tradesmen and merchants. It is governed by a gray olven mayor, *Talarien Carewlein*, and has a permanent garrison of 30 olven warriors. The elves live in a small fortress built upon an imposing knoll overlooking the village, and it is their task to prevent unauthorized entry into the Kingdom of Celene. They are very proud of their position, seeing themselves as the protectors of the state, and take their duty quite seriously. An inn has been set aside for uninvited travellers wishing to enter Celene, and they must wait there until permission to continue has arrived from Enstad. Most, however, give up the enterprise long before permission is given; a quick decision by olven standards takes far longer than the patience of an average human, noniz or even dwur will allow.

The Velverdyva River. The natural flow of the river is eastward, from the lower Yatil mountains and the Clatspur range southward through Veluna, past Verbobonc and quite near Nulb (fed by the Imredys Run), and continuing through the Gnarley Forest into the great Nyr Dyv, *the Lake of Unknown Depths*. One of its sources is in the far northern Burneal Forest, in the land of Blackmoor itself. And where the water flows, creatures follow.

A simple boating jaunt, either upstream or down, can encounter river pirates and sundry random aquatic encounters (fresh-water only, of course). Low-level characters should be discouraged from such endeavours to some extent, but those of level 5 and up might perhaps find other arms of the powers of Chaos and Evil lurking in the waters nearby. And who knows what things—or even kingdoms—lurk in the depths

Verbobonc. Verbobonc is a city of just under 15,000 people and the capital of the Viscounty of the same name. While its inhabitants are predominantly human, nearly 30% of the city are noniz and there are an increasing number of olves. Some few dwur live in Verbobonc, while hobniz are somewhat rare. The folk of Verbobonc are a hard-working group of gods-fearing souls. Verbobonc is also one of the more powerful and influential cities in the Central Flanaess, due to the immense commercial wealth flowing through its gates. Not only does the bulk of the Flanaess' East-West trade pass through via the Velverdyva River, but Verbobonc is also the primary market for precious metals from the Kron Hills as well as rare goods from the isolated elven realm of Celene. Most of its citizens lead healthy, prosperous lives, and their standard of living is remarkably high, surpassed only by Verbobonc's mercantile competitors, Dyvers and Greyhawk City.

While competition between the three city-states is fierce, they often work together in order to ensure the stability and safety of the trade routes upon which all three depend. Some of the more ambitious merchant houses have actually proposed linking the three states in a more close union or partnership, however, most people in all three cities scoff at the idea. Although tied financially and culturally to Furyondy and Veluna, the people of Verbobonc are quite proud of their independence and freedom. Further, they are generally isolated from the greater threats imperilling other states in the Flanaess and prefer to remain neutral. Verbobonc began as a noniz settlement along the banks of the Velverdyva River. It originally sported a fort of earth and wood which was manned to protect the region from occasional forays by verbeeg from the Kron Hills. The fort was named

Verboek and is still a feature of the town today. The community grew steadily as the climate was good and the land was ideal for the agricultural needs of the gnomes.

The settlement saw its first boom during the hostile migrations of the Suel. Olves and noniz joined forces with a few Oeridians and Flannae refugees to stem the invasion of the realm. Celene sent reinforcements to help hold the battle lines. In the end, the Suel were routed, and the first treaty was drawn that established Verboek as a protectorate of Celene in -182 CY. At this time, many communities of olves and humans dotted the banks of the Velverdyva, and the community which would eventually become Verbobonc, swollen by refugees, was the greatest of these. In fact, for a short time it was the seat of the elven principality of *Karym*. The few humans who had assisted the demi-humans in their fight against the Suel were welcomed to remain.

With the increased human presence in the region, and the subsequent deforestation which inevitably followed, many of the olves began to leave the town, retreating with the forest. With their diminished presence, the olven political authority faded. Verbobonc was once again left as a mere protectorate of Celene, ruled by a noniz aristocracy whose power lay in their commercial wealth.

In 145 CY the forces of the Overking of Aerdy, having established the *Viceroyalty of Ferrond* in 100 CY, annexed Verbobonc and the surrounding lands. The olven kingdom of Celene, anxious to avoid further embroilment with humankind, ignored their treaty with Verbobonc and maintained its isolationist policy, effectively ceding Verbobonc to human control. Aerdy quickly embarked on a program to expand the settlement, posting an entire legion of 4,000 troops in the area as a check to the olves of Celene and the humanoids of the Lortmils.



Over the next century, Verbobonc grew into a large city of over 15,000 inhabitants, due to the presence of the Aerdy legion stationed there. The Aerdi ruled with little regard for the noniz, and attempts to expand direct rule over the Kron Hills met with stiff resistance. Eventually, an uneasy truce was reached which extended Aerdy rule about 15 leagues into the hills. Trade was renewed, but relations between the humans and gnomes remained sour until the Aerdy withdrawal. This finally came during the Age of Great Sorrow for the Great Kingdom in 240 CY after which ensued a period of chaos and decline until the famed noniz adventurer, Nigb, declared himself Viscount in 246 CY and established the government in its current form.

Over the years, Verbobonc has come to display the best efforts of human, olve, and noniz. The architecture of the town has distinct gnomish origins, based on the designs of master architect *Snirthiglin*. Most of the gnomes live in *Gnomeburg*, a section of the city built in the fashion of the noniz warrens found in the Kron Hills. The gnomes left most of the original trees, building their warrens under the shelter of their canopies. The entire district looks like a large park. Other areas abound in plant life as well, notably the elven blocks where their marvellous ipt-houses, unique to the city's declining sylvan population, can yet be found.

As the climate is fair in both summer and winter, the common folk here dress in wool and leathers. The aristocracy enjoy flouting the latest styles from the City of Greyhawk, Celene, and Veluna. The noniz of the town tend to follow more common trends, though they enjoy decorating their clothing with jewellery. The sylvan olves, whose appearance stands out among the rest of the population, follow the trends of Celene.

NPCs

BLACK JAY

Black Jay is a grizzled herdsman who does not like company or strangers and says so to any who come onto his property. He spent much of his youth as an active member of the renowned Gnarley Rangers and saw service against many foes, including taking part in the Battle of Emridy Meadow where he received a grievous wound to the knee. Upon returning injured from the battle, Black Jay discovered, to his horror, that humanoids had ravaged his village in his absence, killing his wife and child.

He wandered aimlessly for months before coming to Hommlet where he now makes his living tending a small herd of sheep and goats in the hill pastures surrounding the town.

Black Jay's only friend is his wolf animal companion who he calls *Dog*. If trouble arises, he will fight with the militia but does not consider himself under their authority. He has a suit of *studded leather armour +1*, a shortbow and *6 +1 arrows*, a *cloak of elvenkind* and an olven sabre.

BURNE

His Most Worshipful Mage of Hommlet, Burne, along with his companion, Rufus, is a retired adventurer living in Hommlet. Burne served in the Battle of Emridy Meadow including the siege of the Hommlet moathouse. He was also instrumental, along with Otis and the mighty mage Tenser in the ultimately futile attempt to thwart Lord Robilar's freeing of the Demoness Zuggtmoy from beneath the ruins of the Temple in 570 CY.

He and Rufus were rewarded for their efforts with permission from the Viscount of Verbobonc to establish a small castle at Hommlet and funds were granted from the Archcleric of Veluna to help aid its construction. In return, the pair have pledged to help defend and keep safe the village should danger arise.

Black Jay

medium humanoid, neutral

Armor Class 16 (studded leather armor +1)

Hit Points 28

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	9 (-1)

Saving Throws dex +5, wis +4

Skills nature +3, stealth +5, survival +3

Damage Immunities none

Condition Immunities none

Senses passive Perception 14

Languages abyssal, common, goblin

Special Abilities

Favored Enemy. Fiends

Natural Explorer. Forest

Fighting Style. Archery

Ranger's Companion wolf (see PHB pg. 93)

Spellcasting. Black Jay is an experienced ranger with 3rd-level spellcasting ability. His spellcasting ability is Wisdom (spell save DC 15).

Black Jay has the following spells prepared:

1st level (3 slots): animal friendship, cure wounds

Actions

Multiattack. Black Jay attacks twice with either his sabre or shortbow.

Shortbow +1. +10 to hit, range 80/320 ft. one target Hit: 1d6+5 piercing

Olven Sabre. +7 to hit, reach 5 ft. one target Hit: 1d8+4 slashing

While Rufus is a man of action, Burne is more scholarly, often working in his laboratory on one experiment or another. He is quite gregarious and enjoys fine clothing and luxury items and can often be found carousing with the locals at the Inn of the Welcome Wench.



Burne*medium humanoid, lawful good***Armor Class** 12 (ring of protection +2)**Hit Points** 44**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	18 (+4)	10 (+4)	14 (+2)

Saving Throws int +8, wis +4, cha +3**Skills** arcana +7, history +7, insight +3**Damage Immunities** none**Condition Immunities** none**Senses** passive Perception 10**Languages** common, olven, noniz**Special Abilities**

Arcane Recovery (1/Day). When he finishes a short rest, Burne recovers all his spell slots.

Arcane Ward. Burne can weave magic around himself for protection. When he casts an abjuration spell of 1st level or higher, he can simultaneously use a strand of the spell's magic to create a magical ward on him self that lasts

until he finishes a long rest. The ward has 20 hit points. Whenever he takes damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, Burne takes any remaining damage.

Spellcasting. Burne is an experienced wizard with 8th-level spellcasting ability. His spellcasting ability is Intelligence (spell save DC 17, +7 to hit with spell attacks).

Burne has the following wizard spells prepared:

Cantrips: friends, light, mage hand, ray of frost

1st level (4 slots): alarm, charm person, comprehend languages, mage armor

2nd level (3 slots): arcane lock, blindness/deafness, earthbind,

3rd level (3 slots): dispel magic, fireball, remove curse

4th level (2 slots): mordenkainen's faithful hound, stoneskin

Actions

Quarterstaff. +10 to hit, range 80/320 ft. one target Hit: 1d6+5 piercing

Born in Verbobonco to a family of cartographers, Burne set out on an adventuring lifestyle early. Since meeting Rufus in his late teens, the two have been inseparable adventuring from Fals Gap to the Nyr Dyv and beyond. He is clever but can be a trifle on the greedy side. Burne is open to accompanying adventures if absolutely needed but all services rendered will be paid for handsomely!

He is a follower of St. Cuthbert, and very conscious of his duty to protect the village and to watch for evil, so any adventuring will be calculated to accomplish those ends and pay him a third of the treasure gained as well. He is not likely to risk his life or be duped. Burne is on the young side for a wizard, average in appearance and dress, and will often frequent the Welcome Wench.

Burne has the following magic items with him at all times: a +2 ring of protection, a

chime of opening, a wand of magic missiles (19 charges), a and +1 quarterstaff.

SISTER CALMERT

Born and raised in Oakham to a devout family who quickly signed on with the town militia as they were mustered to serve the Viscount at the Battle of Emridy Meadow. As with so many families, her father and two brothers did not return from that fateful event. Trying to make sense of the loss, Calmert made her way to Verbobonc where she studied for several years at the Cathedral of Saint Cuthbert there, becoming an acolyte.

She was quickly noticed for her memorization of great tracts of theology and her zeal in seeking converts to the faith and was ordained into the . As a result she was assigned at be the new under priest in Hommlet with Terjon;s advancement to the position of Canon.

Sister Calmert*medium humanoid, lawful good***Armor Class** 17 (scalemail, shield)**Hit Points** 8**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	11 (+0)	18 (+4)	9 (-1)

Saving Throws dex +3, wis +5, cha +3**Skills** insight +5, medicine +5, persuasion +3, religion +5**Damage Immunities** none**Condition Immunities** none**Senses** passive Perception 14**Languages** common, flan, noniz**Special Abilities**

Disciple of Life. Calmert's healing spells are more effective. Whenever she uses a spell to restore hit points to a creature, the creature regains additional 3 hit points.

Spellcasting. Calmert is a cleric with 1st-level spellcasting ability. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

Calmert has the following spells prepared:

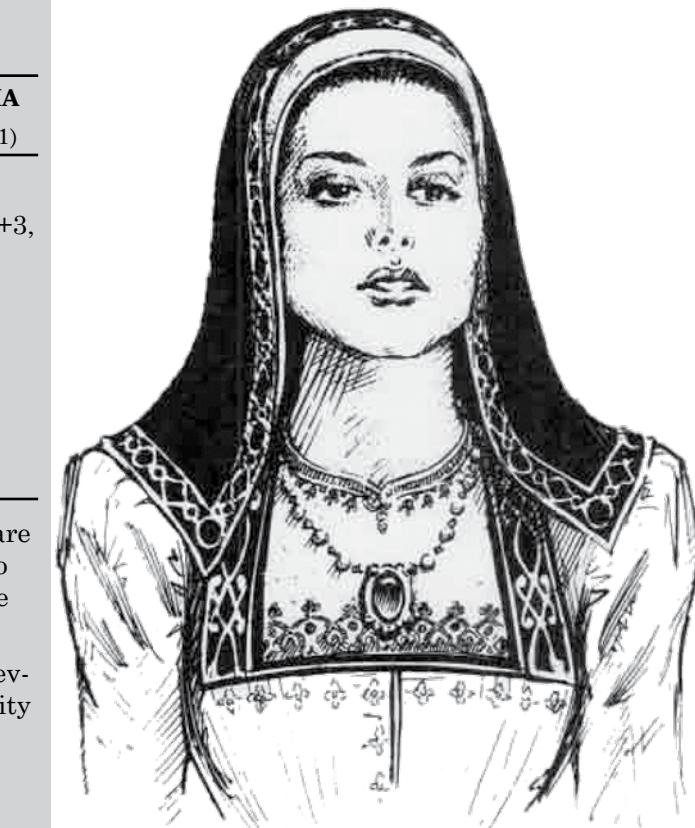
Cantrips: light, mending, spare the dying

1st level (4 slots): bless, ceremony, cure wounds, detect poison and disease, purify food and water, sanctuary

Actions

Club. +4 to hit, 5 ft. range, one target Hit: 1d4+1 piercing

this affection is entirely unrequited. She hopes her involvement with funding his castle might change that, or at least give her greater access to the man if her infatuation.

**DAG BLACKHAMMER**

The renowned brew master of Hommlet is as dwur originally from the Lortmils named Dag Blackhammer, a cousin to King Swein Blackhammer of the dwur Kingdom of Blackhall.

Dag settled in Hommlet after the Battle of Emridy Meadow and quickly called on many of his kin to join him. Over the last five years he's established the pre-eminent brewery in the region, producing premium beers and ales sought after from Fals Gap to the City of Greyhawk and beyond. Braumeister Dag keeps his recipes very closely guarded; not even his nephew know his secrets let alone his apprentices. All that is certain is that Dag Blackhammer's brews are of amazing quality and are widely sought after. Dag sells most of

Dag Blackhammer*medium humanoid, lawful neutral***Armor Class** 17 (scalemail, shield)**Hit Points** 8**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	11 (+0)	18 (+4)	9 (-1)

Saving Throws con +6, int +6**Skills** alchemist supplies +6, insight +3, investigation +6, perception +3**Damage Immunities** none**Condition Immunities** none**Senses** darkvision 60ft., passive Perception 13**Languages** common, dwur,**Special Abilities**

Spellcasting. Dag is an artificer with 5th-level spellcasting ability. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks).

Dag has the following spells prepared:

Cantrips: acid splash, resistance

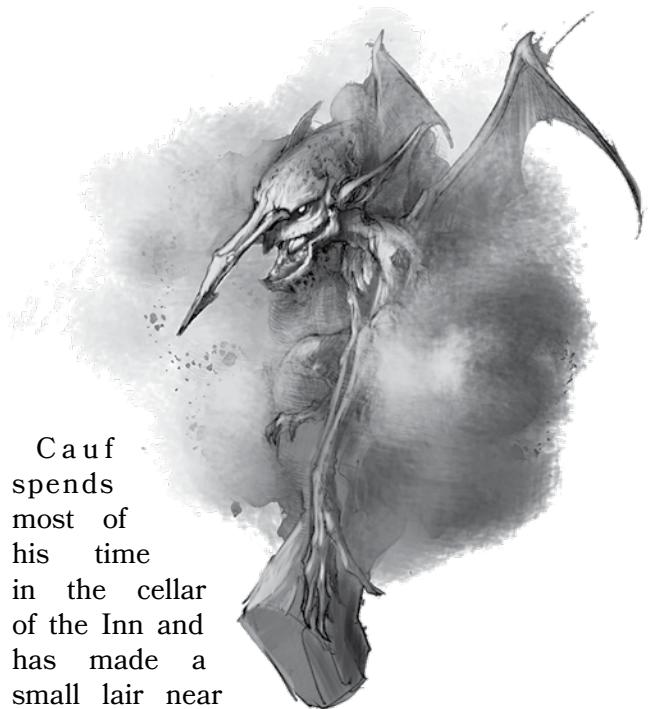
1st level (4 slots): grease, healing word, purify food & drink, ray of sickness, tasha's caustic brew2nd level (2 slots): flaming sphere, melf's acid arrow, protection from poison**Actions****Battleaxe.** +4 to hit, 5 ft. range, one target

Hit: 1d8+2/1d10+2 slashing

deity Moradin, he routinely donates money to the Church of Saint Cuthbert and he is on very friendly terms with Canon Terjon, as he was with Canoness Y'dey before him.

CAUF

Cauf is a dust mephit who was summoned by, and is under the control of, the wizard Burne. He was called to Oerth almost a year ago to act as the eyes and ears of the Wizard around the Inn of the Welcome Wench where he's been living with the permission of innkeeper Gundigoot. He has powdery gray skin and lacks external ears. Whenever he speaks, it comes out in a nasally whining tone.



Cauf spends most of his time in the cellar of the Inn and has made a small lair near the ash pile that accumulates from

the inn's many fireplaces and ovens. Like most mephits, Cauf is thoroughly selfish and evil and he is not happy about being held in indentured servitude to an effete, middling wizard by any means. His predicament has given him a perpetually depressed and gloomy disposition and he often subjects those he meets with near-endless tales of his sorrows, boredom, and frustrations.

Cauf's sole duty is to watch for "trouble" at the Inn, and should something occur, make his way as fast as possible to Burne's tower to alert him. He believes his service will end if he can fulfil this task and recently he's begun to scheme ways to create "trouble" so he can fulfil his task and finally gain release.

DILINAR

Dilinar, or *Dill* to his friends, is the gregarious and outgoing apprentice barman at the Inn of the Welcome Wench where he's been living with the permission of innkeeper Gundigoot. He has powdery gray skin and lacks external ears. Although he keeps his shape-shifting abilities secret, Dill

Cauf*small elemental, neutral evil***Armor Class** 12**Hit Points** 17 (5d6)**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

Skills perception +2, stealth +4**Damage Immunities** fire**Condition Immunities** poison**Senses** darkvision 60ft., passive Perception 12**Languages** common, primordial**Challenge** 1/2 9100 xp **Prof. Bonus** +2**Special Abilities**

Death Burst. When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Innate Spellcasting (1/Day). Cauf can innately cast the *Leomund's lamentable Belabourment* spell, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage.

Blinding Breath (Recharge 6). The mephit exhales a 15- foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

is not an evil or malicious type, but rather he's quite friendly and sincere in the friendships he makes. He came to Hommlet around the time of the Battle of Emridy Meadow and quickly found employment with Ostler Gundigoot as his assistant barman. The locals quickly

Dilinar*medium humanoid, neutral good***Armor Class** 12 (leather armor)**Hit Points** 12**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +4**Skills** deception +5, insight +4, stealth +4**Damage Immunities** none**Condition Immunities** none**Senses** passive Perception 12**Languages** common, noniz, olven**Special Abilities**

Shapechanger. As an action, Dill can change his appearance and his voice. He can adjust his height and weight, but not so much that his size changes. He can make himself appear as a member of another race, though none of his game statistics change. He cannot duplicate the appearance of a creature he's never seen, and he must adopt a bipedal form. His clothing and equipment aren't changed by this trait. Dill can stay in the new form until he uses an action to revert to his true form, another form or until he dies.

Read Minds (1/Day). Dill can cast the *Detect Thoughts* spell without visual, somatic or material components. Intelligence is his spell-casting ability for this spell.

Helpful. Dill is adept at giving well-timed assistance; he can take the Help action as a bonus action.

Cunning Action. Dill's quick thinking allows him to act speedily. On his turn in combat, he can take the Dash, Disengage, or Hide action as a bonus action.

Actions

Broadsword +4 to hit, 5 ft. range, one target
Hit: 1d8 slashing

warmed to his warm personality and often speak openly to him where they may be more reserved with others. Because of this Dill is one of the most knowledgeable people in Hommlet when it comes to the goings on of the locals. He does not divulge secrets easily, nor cheaply however.

Elmo

medium humanoid, chaotic good

Armor Class 20 (chain shirt +1, shield +2)

Hit Points 39

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	16 (+3)	8 (-1)	15 (+3)	10 (+0)

Saving Throws str +4, dex +6

Skills deception +3, perception +8, stealth +6

Damage Immunities none

Condition Immunities none

Senses passive Perception 12

Languages common, noniz, jebli, sylvan

Special Abilities

Favored Foe. Jebli (see *TCoE*, pg. 56)

Natural Explorer. Forest

Fighting Style. Archery

Horde Breaker. Once on each of his turns when Elmo makes a weapon attack, he can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of his weapon.

Spellcasting. Elmo is an experienced ranger with 5th-level spellcasting ability. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

Elmo has the following spells prepared:

1st level (4 slots): cure wounds, ensnaring strike, entangle, hunter's mark, protection of evil, speak with animals

2nd level (2 slots): beast sense, zone of truth

Actions

Multiaction. Elmo attacks twice with either his battleaxe or shortbow.

Battleaxe +1. +5 to hit, 5 ft. range, one target Hit: 1d8+2/1d10+2 slashing

Longbow. +10 to hit, range 150/600 ft. one target Hit: 1d8+3 piercing



but away on a quest with Y'dey, the previous Canoness of the local church, and an elven accomplice named Murfles. They were due back months ago but Elmo does not seem concerned about their absence.

Elmo has the following items hidden in a lead-lined oaken chest buried in the dirt floor of the Fletcher Farm barn: +1 chain shirt, +2 shield, +1 battleaxe, 6 100 gp gems, 10pp, 50 gp and 100 sp. He carries a +2 dagger at all times. ("My brudder Otis gave it to me!" he will proclaim proudly if asked) along with his trusty *Tankard of Sobriety*.

Ferkis

Ferkis is the demi-euroz ex-bandit who serves as Burne's Badger's sergeant and de facto town jailer. Most locals believe he fought with the forces of the Temple of Elemental Evil and distrust the demi-euroz warrior based on those assumptions. Whether the rumours are true or not is unknown as Ferkis does not talk about his past. All that is known for sure is that Ferkis was part of a bandit gang in the Gnarley Forest that was defeated by Burne and Rufus.

Like most of his fellow bandits, he opted to join Burne's Badgers rather than face a magistrate.

Ferkis can usually be found at the Guard Tower cellar, especially if there are currently any prisoners in the cells as Ferkis is the company jailer. Much to his dismay, the majority of the "prisoners" he deals with are drunk farmers who got a little unruly at the Inn of the Welcome Wench. As a result, he has grown to truly despise drunks. Should the PCs become unruly at the inn, or anywhere else within the village for that matter, a squad of Burne's Badgers will be despatched led by Ferkis who will seek to detain those being unruly for questioning by Rufus or Sheriff Hesta.

Ferkis' personal belongings consist of some clothing and personal effects, a breastplate, a heavy crossbow and a longsword. He has a purse with 2 pearls worth 100 gp each and 12 gp and 48 sp in it.

Ferkis*medium humanoid, chaotic neutral***Armor Class** 16 (breastplate)**Hit Points** 34**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	10 (+0)

Saving Throws str +5, dex +4**Skills** deception +2, intimidation +2, perception +8**Damage Immunities** none**Condition Immunities** none

Senses darkvision (60 ft.) passive Perception 12

Languages common, euroz, jebli**Special Abilities****Indomitable (2/Day).** Ferkis can reroll a saving throw that he fails. He must use the new roll.**Relentless Endurance (Recharges after a Long Rest).** When Ferkis is reduced to 0 hit points but not killed outright, he drops to 1 hit point instead.**Actions****Multiattack.** Elmo attacks twice with either his battleaxe or shortbow.**Longsword.** +5 to hit, 5 ft. range, one target
Hit: 1d8+2/1d10+2 slashing**Heavy Crossbow.** +4 to hit, range 100/400 ft. one target Hit: 1d10+2 piercing**FURNOK OF FERD**

Furnok of Ferd, the male dwur gambler and self-proclaimed treasure hunter, lives at the inn, making a modest living by cheating passing merchants at cards or dice. He claims to be from Greyhawk City but in reality comes from a small dwur mining town in the Lortmils named Ferd. If offered a chance to adventure, Furnok will be willing to go along for an equal share-plus all he can surreptitiously lift

Fernok of Ferd*medium humanoid, neutral***Armor Class** 15 (leather armor)**Hit Points** 18**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	14 (+2)

Saving Throws str +4, dex +4, con +3**Skills** deception +6, insight +6, stealth +6**Damage Immunities** none**Condition Immunities** none

Senses darkvision (60 ft.) passive Perception 10

Languages common, dwur**Special Abilities****Helpful.** Dill is adept at giving well-timed assistance; he can take the Help action as a bonus action.**Cunning Action.** Dill's quick thinking allows him to act speedily. On his turn in combat, it can take the Dash, Disengage, or Hide action as a bonus action.**Coordinated Strike.** Fernok is adept at fighting in concert with a companion. When he uses the *Helpful* ability to aid an ally in attacking a creature, that target can be up to 30 feet away from him, and he can deal an extra 2d6 damage to it the next time he hits it with an attack roll before the end of the current turn. The extra damage is the same type of damage dealt by the attack.**Actions****Shortsword** +1. +6 to hit, 5 ft. range, one target Hit: 1d6+3 slashing**Dagger**+1. +6 to hit, 5 ft. range, one target Hit: 1d4+4 slashing**Light Crossbow.** +5 to hit, range 80/320 ft. one target Hit: 1d8+3 piercing

(particularly magic items which he covets). Furnok has leather armour, a *ring of invisibility*, a greater potion of healing, and a *short sword*

+1 hidden amongst his things in his room.

To show his good faith when bargaining with the PCs, he will put up his potion, hoping to parlay it into far more. If the worst should come, he also has a +1 dagger hidden in his boot at all times.

He is not particularly brave, preferring to stay well out of melee range and use his crossbow from the shadows.

GUNDIGOOT

As the owner and proprietor of the Inn of the Welcome Wench, Ostler Gundigoot is likely the first notable NPC encountered by the characters upon their arrival. He spends most of his waking hours inside the inn, performing various chores. He talks freely but says little. Surprisingly, his wagging tongue belies a keen judge of character.

Gundigoot serves as the sergeant of the Hommlet militia and is also an Lay Ovate of the Old Faith, assisting the Druid of the Grove with certain ceremonies. He inherited the Inn from his father who purchased the Inn from its original builder over a hundred years ago. Being raised in the inn, Gundigoot knows every inch of the place including the secret room in the cellar and the spy holes and passages in the attic. He is also aware of the presence of Cauf in the cellar and while he's not happy having such a creature in his inn, he trusts Burne's ability to keep it in check. Gundigoot is also aware of Elmo's true identity bit he goes along with the ruse.

He did not fight at Emridy Meadow but he did fight with Hommlet's militia during the siege of the nearby moathouse that was the final chapter in the downfall of the Temple. He is growing concerned about 2 things: first, the growing number of bandit raids and humanoid sightings in the hills and glades surround the village and the decline in his business as many caravans have begun overnighting in Nigb's rest rather than Hommlet with the increase in fame of that places entertainers and bards.

Ostler Gundigoot*medium humanoid, neutral***Armor Class** XX (leather armor)**Hit Points** XX**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	14 (+2)

Saving Throws str +5, dex +4**Skills** deception +6, insight +6, stealth +6**Damage Immunities** none**Condition Immunities** none

Senses darkvision (60 ft.) passive Perception 10

Languages common, dwur**Special Abilities****Helpful.** Dill is adept at giving well-timed assistance; he can take the Help action as a bonus action.**Defender.** Gundigoot can use his reaction to impose disadvantage on the attack roll of a creature within 10 feet of him whose target isn't himself, provided he can see the attacker.**Second Wind (Recharges after a Long Rest).** Gundigoot can use a bonus action on his turn to regain hit points equal to 5d10. Once it uses this feature, it must finish a short or long rest before it can use it again.**Improved Critical.** Gundigoot's attack rolls score a critical hit on a roll of 19 or 20 on the d20.**Actions****Shortsword** +5 to hit, 5 ft. range, one target Hit: 1d6+3 slashing**Guissarme.** +5 to hit, 5 ft. range, one target Hit: 1d4+4 slashing**IAARANFALT**

The korred, Iaaranfalt, has lived beneath his eponymous hill for longer than anyone in Hommlet can remember and its believed he's

Iaaranfalt*small fey, chaotic neutral***Armor Class** 17 (natural armor)**Hit Points** 102 (12d6 +60)**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	9 (-1)

Skills athletics +9 perception +5, stealth +5**Damage Immunities** bludgeoning, piercing & slashing from non-magical attacks**Senses** darkvision 120 ft., tremorsense 120 ft., passive Perception 15**Languages** dwur, flan, noniz, sylvan, terran, undercommon**Special Abilities**

Command Hair. The korred has at least one 50-foot-long rope woven out of its hair. As a bonus action, the korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see. The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13). Until this grapple ends, the target is restrained. The korred can use a bonus action to release the target, which is also freed if the korred dies or becomes incapacitated. A rope of korred hair has AC 20 and 20 hit points. It regains 1 hit point at the start of each of the korred's turns

resided under this low hill from before the region was even settled by the Flan. Iaaranfalt is close friends with Jaroo, the Druid of the Grove, and will allow him to visit but he otherwise prefers Hommlet's inhabitants leave him to his solitude. Once each year, during Richfest, followers of the Old Faith in Hommlet bring offerings of precious metals and precious stones to Iaaranfalt, a ceremony that ensures the korred will come to the village's defense should the need arise.

The korred has carved out many chambers beneath his hill and there are rumours that some of the deeper tunnels lead into the Underworld.

while it has at least 1 hit point and the korred is alive. If the rope drops to 0 hit points, it is destroyed.

Innate Spellcasting. The korred's innate spellcasting ability is Wisdom (save DC 13). It can innately cast the following spells, requiring no components:

At will: commune with nature, meld into stone, stone shape

1/day each: conjure elemental (as 6th-level spell; galeb duhr, gargoyle, earth elemental, or xorn only), Otto's irresistible dance

Stone Camouflage. The korred has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Stone's Strength. While on the ground, the korred deals 2 extra dice of damage with any weapon attack (included in its attacks).

Actions

Multiattack. Iaaranfalt attacks twice per action.

Greatclub. *melee weapon attack: +9 to hit, 5 ft. range, one target Hit: 1d8+6 bludgeoning or 3d8 +6 bludgeoning damage if Iaaranfalt is on the ground.*

Rock. *ranged weapon attack: +9 to hit, range 60/120 ft. one target Hit: 2d8 +6 bludgeoning or 4d8+6 bludgeoning damage if Iaaranfalt is on the ground.*

JAROO

Jaroo Ashstaff appears as an elderly Flan man with a long gray beard and tangled shoulder-length gray hair. He wears moth-eaten brown robes and is never separated from his gnarled and twisted walking staff that is his namesake.

This aging champion of the Old Faith lives in a secluded grove at the south edge of town. He works as an agent of the powerful druidic Circle of the Gnarley, sent here immediately following the fall of the Temple of Elemental Evil to keep watch for signs of evil returning to the land. He also oversees the religious needs

Jaroo Ashstaff*medium humanoid, neutral good***Armor Class** 10 (unarmored)**Hit Points** 52**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	12 (+1)	20 (+5)	12 (+1)

Saving Throws str +4, wis +8**Skills** animal handling +8, deception +4, medicine +4, nature +8, religion +8**Damage Immunities** none**Condition Immunities** none**Senses** passive Perception XX**Languages** common, flan, giant, noniz, olven**Special Abilities**

Wild Shape (2/short rest). Jaroo can use an action to magically assume the shape of a forest beast of CR 1/2 or lower.

of the folk of Hommlet who are followers of the Old Faith, conducting seasonal rites as well as marriages, name days and funerals when required. Jaroo has access to a few use-



Spellcasting. Jaroo is an experienced Druid with 7th-level spellcasting ability. His spellcasting ability is Wisdom (spell save DC 16, +10 to hit with spell attacks).

Jaroo has the following druid spells prepared: Cantrips: druidcraft, infestation, mending

1st level (4 slots): *beast bond, create/destroy water, cure wounds, detect magic, entangle, faerie fire, thunderwave*

2nd level (3 slots): *barkskin, locate plant or animal, pass without trace, spider climb*

3rd level (3 slots): *call lightning, conjure animal, dispel magic, plant growth, speak with plants*

4th level (1 slot): *divination, freedom of movement, polymorph*

Special Equipment (10 charges). Staff of the Woodlands.

Actions

Club. *melee weapon attack: +X to hit, 5 ft. range, one target Hit: 1d6+x bludgeoning.*

ful rituals but won't accompany the party on an adventure.

In reality, Jaroo is a Firbolg with a particular affinity for that race's shape-changing abilities. While most firbolg can change form as per the Alter Self spell, Jaroo has mastered the ability such that his transformation uses the polymorph spell, an ability he can use at will but only upon himself, and only to assume the form of an elderly Flan human.

Jaroo was born to a clan of Firbolg from deep within the Gnarley who are connected to both the Circle of Gnarleywood druids and the Seelie Court of Fey. He was assigned to Hommlet when the previous Druid of the Grove, Larch, died during the Battle of Emridy Meadow. Jaroo assumed his Flan appearance to better fit into the village, knowing

giant-kin such as himself may not be welcomed due to fearful ignorance of his kind. Aside from his korred friend Iaaranfalt, only Ono, Jaroo's young half-olven apprentice knows his true identity.

Jaroo keeps a careful watch out over his flock of Old Faith adherents in Hommlet and is somewhat concerned by the slow but steady rate of converts to the faith of Saint Cuthbert over the last few years. He is a trusted member of Sheriff Hesta's advisory council and gets on well with both Burne and Rufus as well as Ostler Gundigoot who is a lay ovate of the Old Faith himself.

Jaroo's greatest hatred is for verbeeg and he has a personal and long lasting enmity with a verbeeg warlord known as Garbagh who operates out of the Gnarley Forest somewhere near the ruins of the Temple of Elemental Evil.

If the PCs give reason for mistrust, Jaroo will follow at a distance to see what goes on. He has a huge black bear companion named *Shaggar* who is always nearby but out of sight 95% of the time. At Sheriff Hesta's request, Shaggar is always penned up at the Inn whenever Jaroo is visiting folk in town. Many villagers are uncomfortable with a full grown bear wandering around town.

Jaroo's staff is a *Staff of the Woodlands* and he wears a *Ring of Mind Shielding* and *Boots of Elvenkind*.

KOBORT

This hulking Oeridian warrior hails from the distant Great Kingdom by way of the Greyhawk fighting arena where he was a seven time champion before having to leave town due to a series of bad debts to that city's notorious Thieves' Guild.

Kobort came to Hommlet only a few days ago, simply passing by on his way west from Greyhawk when he met and fell in with the wiry Baklunish monk Turoko. He is neither a wise nor particularly smart person but his size and

Kobort

medium humanoid, neutral

Armor Class 16 (breastplate)

Hit Points 28

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	6 (-2)	9 (-1)	9 (-1)

Saving Throws str +6, dex +4, con +4

Skills athletics +6, intimidation +6

Damage Immunities none

Condition Immunities none

Senses passive Perception 10

Languages common, old oeridian

Special Abilities

Second Wind (1/short rest). Kobort can use a bonus action on his turn to regain hit points equal to 1d10 + 3.

Improved Critical. Kobort's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Actions

Longsword. +5 to hit, 5 ft. range, one target
Hit: 1d8+4/1d10+4 slashing

Heavy Crossbow. +2 to hit, range 100/400 ft. one target Hit: 1d10+2 piercing

brawn intimidate most who encounter him and the scars across his face and forearms from his many battles aid in this.

Kobort follows Turoko in all things and he'll basically do as the monk asks without question for he believes the Turoko when he tells him that he knows how to make them both wealthy. Kobort has only 5 sp on him. He turned over his meagre remaining wealth to Turoko already.

"Laree"

medium humanoid, chaotic evil

Armor Class 21 (plate +1)

Hit Points 51

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	10 (+0)	16 (+3)	12 (+1)	16 (+3)	20 (+5)

Saving Throws wis +6, cha +8

Skills deception +7, insight +6, persuasion +5

Damage Immunities none

Condition Immunities none

Senses darkvision 60 ft., passive Perception 10

Languages common, abyssal, jebli, euroz

Special Abilities

Invoke Duplicity (1/short rest). Laree can use an action to create an illusory duplicate of himself that lasts for 1 minute, or until he loses concentration. The illusion appears in an unoccupied space that he can see within 30 feet. As a bonus action on his turn, he can

LAREE

One of the newcomers to Hommlet, coming here to oversee the new castle's construction, Laree the Mason is well-dressed and obviously well-educated. He has become friends with both the town sheriff and he can often be found dining and drinking with Ludovica Hesta at the Inn of the Welcome Wench. His gregariousness has ingratiated with Hommlet's population quickly and he is often found carousing with the locals at the Inn of the Welcome Wench in the evenings although, with a successful DC 15 Intelligence (insight) check, a PC may take note that Laree is rarely, if ever around when Terjon, Calmert or Jaroo are present (Insight DC 16).

Laree will enthusiastically greet the PCs when he first encounters them at the inn and will regale them with tales of his life growing up among Dyvers' aristocracy (being demi-olven, he claims to be the bastard, but acknowledged, son of a human aristocrat of great wealth). He'll

move the illusion up to 30 feet to a space he can see, but it must remain within 120 feet of him. He can cast spells as though he were in the illusion's space and when both he and his illusion are within 5 feet of a creature that can see the illusion, Laree gains advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Spellcasting. Laree is an experienced Cleric with 6th-level spellcasting ability. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

He has the following druid spells prepared:

Cantrips: *guidance, resistance, sacred flame, thau-maturity*

1st level (4 slots): *bane, bless, charm person, com-mand, disguise self, inflict wounds, sanctuary*

2nd level (3 slots): *mirror image, pass without trace, silence*

3rd level (3 slots): *bestow curse, dispel magic, spirit guardians*

Actions

Mace of Smiting +5 to hit, 5 ft. range, one target Hit: 1d8+4/1d10+4 slashing

drop names to impress, particularly that of Viscount Wilfrick who "personally contracted" him to design and build the castle in Hommlet.

In reality, Laree is actually *Lareeth the Beautiful*—the dark hope of chaotic evil—young, handsome, well endowed in abilities and aptitudes, thoroughly wicked and depraved. Laree has been sent to this area to forge an alliance with local forces of evil, aiming to build a formidable fighting force with which to sweep across the land. He believes hiding in plain sight is the best strategy and is a master manipulator and liar. His motives are up to the DM to determine but note Laree/Lareeth figures prominently in both the original Village of Hommlet module and the H-series Greyhawk Rebooted adventure modules that expand upon this module. His cover as a master mason is maintained by his 3 dwur underlings who are, in fact, real masons as well as being fanatically loyal acolytes.

Should the PCs discover that Laree is not what he claims, he will seek to flee by any means necessary. If it comes to combat, Lareth should be a tough opponent with his +1 plate armor and mace of smiting! He also wears a Ring of Free Action at all times.

LUDOVICA HESTA

This attractive, human in her late twenties has pale skin and platinum blond hair that marks her as an obvious Suel descendant and therefore different from the largely mixed Flan/Oeridian population of Hommlet. She is Keoish, the youngest daughter of a wealthy merchant from Niole Dra who found herself in Verbobonc during the time of the rise of the Temple of Elemental Evil. She swore service to Viscount Wilfrick and actually squired for him during the Battle of Emridy Meadow, a service for which she was rewarded by being appointed Sheriff of Hommlet.

Although it took some time, she has earned the respect of the folk of Hommlet for her calm demeanour and level head and her conversion to the faith of Saint Cuthbert has elevated her esteem amongst that congregation. Once each new moon she holds a village meeting to hear ideas and complaints, as she is also the justice of the peace. She is officially the commander of the Hommlet militia but she typically defers to Rufus' experience in things related to defense,

She wears *glamoured studded leather armour* that appears to be simply a set of fine clothes. On her hip is a +1 rapier and she also has a *greater potion of healing* in a small belt pouch.

MARKAN OF NARWELL

Markan was the second in command of a bandit gang out of Narwell who infortuitously chose Burne, Rufus and their companions as targets for one of their raids. With their defeat they were given a choice; serve Burne and Rufus as mercenaries, for good pay, or be taken into custody and brought before a magistrate. The gang's leader chose the latter (and was

Sheriff Ludovica Hesta

medium humanoid, lawful neutral

Armor Class 16 (studded leather armor +1)

Hit Points 28

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)

Saving Throws str +2, con +4

Skills insight +2, intimidation +3, perception +2

Damage Immunities none

Condition Immunities none

Senses passive Perception 12

Languages common, noniz, suloise

Special Abilities

Action Surge (1/short rest). Hesta can take one additional action on his turn.

Bonded Weapon. Hesta is bonded to her rapier and can't be disarmed of that weapon unless she is incapacitated. She can summon that weapon as a bonus action on her turn, causing it to teleport instantly to her hand.

Spellcasting. Hesta is an eldritch knight with 3rd-level spellcasting ability. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks).

She has the following wizard spells prepared:

Cantrips: blade ward, shocking grasp

1st level (2 slots): catapult, shield, witchbolt

Actions

Rapier +1. +6 to hit, 5 ft. range, one target

Hit: 1d8+6 piercing

later hung for his crimes), while Markan and many others chose the more lucrative option. Markan was made lieutenant of the newly-formed Burne's Badgers and he's grown into his new role over time, slowly becoming more trusting and less violent and following orders as directed. His men trust him and obey his orders without question.

Markan of Narwell

medium humanoid, neutral

Armor Class 17 (chainmail armor, shield)

Hit Points xx

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+3)	10 (+0)	10 (+0)	9 (-1)

Skills Athletics +5, Perception +2

Damage Immunities none

Condition Immunities none

Senses passive Perception 12

Languages common, euroz

CR 3 (700 XP) **Proficiency Bonus** +2

Special Abilities

Martial Advantage (1/turn). Once per turn, Markan can deal an extra 2d6 damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally that isn't incapacitated.

Actions

Multiattack. Markan can make two broadsword attacks.

Broadsword +1. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 slashing damage

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. *Hit:* 1d10 + 1 piercing damage.

PETUNIA

Petunia is a mangy, flee-ridden cat that's missing an ear and a fair amount of its fur who might be encountered in any location across the village but often spends much time in and around the Inn of the Welcome Wench.

Petunia is nobody's pet nor is she a common barn cat for she is, in fact, awakened and fully sentient. Nobody is certain how this came



to be but most locals seem to believe the fey are involved in some way or another and for this reason they tend to overlook her irritable personality and foul language (plus, she is an excellent ratter!).

Petunia has no idea how she came to be awakened; she's always been this way from her recollection. She is highly irritable and takes great pleasure in insulting and cursing at nearly all those she encounters.

She is particularly interested in learning about newcomers to Hommlet and she'll follow them around incessantly, watching their every move from a stealthy distance. She's even learned of Gundigoot's secret passages in the attic of the inn which uses for the same purpose he does: to spy on guests.

Unless PCs insult or try to harm Petunia, she will try to aid them if they get into trouble if she's able.

Petunia*tiny beast, chaotic neutral***Armor Class** 12**Hit Points** 2 (1d4)**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+2)	10 (-4)	12 (+1)	12 (+1)	6 (-3)

Skills perception +3, stealth +4

Damage Immunities none**Condition Immunities** none

Senses passive Perception 13

Languages common, sylvan

CR 1/4 (20 XP) Proficiency Bonus +2

Special Abilities

Nondetection. The cat can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

Keen Smell. The cat has advantage on Wisdom (perception) checks that rely on smell.

Innate Spellcasting. Petunia's innate spellcasting ability is Intelligence (spell save DC 12). She can innately cast the following spells, requiring no components:

At will: dancing lights, mending, tasha's vicious mocker

Actions

Claws. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

RUFUS

Rufus of Devarnish is the long-time companion of the wizard Burne and, like him, is a "retired" adventurer currently living in Hommlet and overseeing the construction of a castle.

Born in Veluna, Rufus came to Verbobonc in his late teens looking for excitement and adventure. He met Burne his first night in the city and the two have been inseparable since.

Rufus*medium humanoid, lawful good***Armor Class** 17 (adamantine half-plate, shield)**Hit Points** 84**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+4)	13 (+1)	18 (+3)	10 (+1)	12 (+1)	10 (+0)

Saving Throws str +8, con +7

Skills athletics +8, medicine +4, perception +4

Damage Immunities none**Condition Immunities** none

Senses passive Perception 14

Languages common, olven

Special Abilities

Heavy Armor Master. Bludgeoning, piercing, and slashing damage that Rufus takes from nonmagical weapons is reduced by 3.

Second Wind (1/short rest). Rufus can use a bonus action on his turn to regain hit points equal to 1d10 + 3.

Action Surge (1/short rest). Burne can take one additional action on his turn.

Improved Critical. Rufus' attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Actions

Multiaattack. Rufus can make two longsword attacks.

Flametounge Longsword. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Along with an assortment of other companions, the pair went on many adventures not least being the vanquishing of a powerful black dragon in the Suss Forest. They also fought with the forces of good at the Battle of Emridy Meadow and saw many friends die on that bloody field.

Following the battle, Rufus and Burne followed their friend Otis to Hommlet



Rufus wears a carnelian scarab which confers +2 on all saves versus poison and he wields a flametounge longsword he calls "*Fiore*". He also wears a beautifully crafted set of glimmering plate armor that is intricately inlaid with adamantine. He will not risk his life nor become involved in foolish adventures. If he renders service to a party, he will require no less than 20% of the total treasure gained including first choice of magic items found. This castle isn't going to pay for itself!

SPUGNOIR

Spugnoir, pronounced "spun-nweer", is a talented olven warlock from Celene who hopes to search the moathouse for arcane secrets. Originally from Enstad, Spugnoir fled Enstad six months ago, one step ahead of the Knights of Luna and all over some misunderstanding about the ownership of a certain magic rod.

In their flight, they were led north to Hommlet by a voice in their head; a voice that had been there since they were a child; a voice named *Boagly*. Boagly turned out to be real; a trickster fey who was reaching across the veil between Oerth and the Feywild and teaching Spugnoir many things over the years.

Boagly has been *strongly* urging Spugnoir to explore the ruined moathouse east of Hommlet but their fear has kept them from doing so alone... so far. Spugnoir keeps a low profile, wearing nondescript garb and avoiding displays of power. They will offer to accompany the PCs if they learn the party are headed to the moathouse, as long as they're promised at least one magic item in their share of treasure. Boagly is becoming more insistent with each passing day so Spugnoir will do their best to entice the PCs with tales of great arcane wealth buried in the rubble of the moathouse.

Spugnoir has a *rod of the pact keeper* +1 but will only reveal it if they're forced to use it to defend themselves.

Spugnoir*medium humanoid, chaotic neutral***Armor Class** 12 (15 with mage armor)**Hit Points** 12**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	14 (+2)	10 (+0)	17 (+3)

Saving Throws dex +4, cha +5**Skills** arcana +4, religion +4, stealth +4**Damage Immunities** none**Condition Immunities** none**Senses** passive Perception 10**Languages** common, olven, sylvan**Special Abilities**

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: disguise self, mage armor (self only)

Pact Magic. Spugnoir is a 3rd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips: *eldritch blast, minor illusion*

1st–2nd level (2 2nd-level slots): *armor of agathys, charm person, hex, misty step*

Familiar. Spugnoir has a yellow faerie dragon also named Boagly as his pact of the chain familiar. (see monster manual for stats)

Actions

Quarterstaff. Melee Weapon Attack: +1 to hit, 5 ft. range, one target Hit: 1d8-1/bludgeoning

**Canon Terjon***small humanoid, lawful neutral***Armor Class** 18 (mithril chainmail, shield)**Hit Points** 45**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	14 (+2)	17 (+3)	8 (-1)

Saving Throws wis +6, cha +2 (advantage on saving throws against poison)**Skills** insight +6, medicine +6, persuasion +2, religion +5**Damage Resistance** poison**Damage Immunities** none**Senses** passive Perception 10**Languages** common, olven, sylvan**Special Abilities**

Spellcasting. Terjon is a cleric with 6th-level spellcasting ability. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

He has the following cleric spells prepared:

Cantrips: guidance, sacred flame, spare the dying, thaumaturgy

1st level (4 slots): bane, bless, command, detect evil & good, protection from evil & good, sanctuary, shield of faith

2nd level (3 slots): aid, hold person, lesser restoration, spiritual weapon, warding bond

3rd level (3 slots): dispel magic, protection from energy, speak with dead

Holy Guardian. Terjon can use his reaction to impose disadvantage on the attack roll of a creature Terjon can see that is attacking a target within 5 feet of him.

Actions

Club +1. Melee Weapon Attack: +4 to hit, 5 ft. range, one target Hit: 1d4+1/bludgeoning

Canon Terjon

Terjon Briarose was born to a prominent family in Littleburrow but was struck with wanderlust at a young age. Unlike most hobniz who tend to stick to their own pantheon of gods and goddesses, he was quite taken by the legends of Saint Cuthbert and was converted to that faith early and became a acolyte at the Cathedral of Saint Cuthbert in Verbobonc some time prior to the Battle of Emridy Meadow.

Upon his ordination into the *Order of the Chapeaux*, Terjon was assigned to Hommlet where he was to be under-priest under the direction of the Canoness Y'dey. In 569 CY, he accompanied the Canoness at the Battle of Emridy Meadow where he aided the wounded and dying of Verbobonc, Veluna and Furyondy. He has since been on a number of short adventures, mostly with Burne, Rufus and other companions but other times he would wander off on his own to explore an ancient barrow mound in the eastern Kron Hills and he also claims to have been with Sir Robilar when that infamous knight inadvertently released several demi-gods from arcane prisons beneath the ruins of the Temple of Elemental Evil.

He had been getting used to this kind of excitement when the Canoness Y'dey went off on her own and failed to return. After she did not return to Hommlet after 6 weeks, Archbishop Conn of Verbobonc elevated Terjon to the rank of Canon and gave him responsibility for the parish of Hommlet. While most young priests would have been well-pleased with such a promotion but Terjon has not. Never a warm or especially friendly cleric, being more interested in theology than proselytizing, Terjon has become even more stern since his elevation to Canon; Terjon wants to be out adventuring himself, and only the command of the Archbishop of Verbobonc keeps him in Hommlet. In fact, if the PCs can get past his irritable personality, Terjon may agree to join adventurers for short journeys from time to time.

Turoko

Turoko is a recent arrival in Hommlet having first checked into the Inn of the Welcome Wench a week ago. His "foreign" fashion, bronze skin tones, straight, fine-textured black hair and pale green eyes immediately mark him as one of Baklunish descent, something not seen in these parts often. He has a shaved head under his orange turban and wears the traditional pale orange loose fitting clothing often associated with Baklunish monasticism.

Turoko is a monk who was once a star pupil in a prestigious monastery in Ket but he was cast out for "conduct unbecoming a follower of Zuoken", namely, he accessed restricted documents without consent of the Abbot. At first confused and enraged for such strong discipline for what seemed to be such a minor infraction, Turoko fled Molvar with the stolen scrolls. As he studied the documents, Turoko quickly understood their importance of as they referred directly to Zuoken's disappearance from Oerth in 505 CY and his re-emergence in 570 CY. Through them, he discovered that Zuoken had been held beneath the Temple of Elemental Evil prior to his release by Sir Robilar and others.

He has since developed his own heretical theology centered on the many magical artifacts he believes currently rest beneath the temple. He's convinced himself that such arcane items are the key to his own physical and mental mastery and he desperately seeks such items that will improve his strength, agility and mental prowess.

The monk believes himself to be highly clever, and his plan is to waylay and rob adventurers returning from a successful expedition to the ruined moat house or the temple itself, for he knows that there are monsters in those places but he desires the fabled magical treasure in both. A day after arriving in Hommlet Turoko met the burly ex-pit fighter named Kobort and convinced the dim-witted fighter to essentially be his muscle in any adventuring the pair undertake. The pair will accompany a small

Turoko

medium humanoid, lawful evil

Armor Class 15 (unarmored defense)

Hit Points 21

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Saving Throws str +3, dex +5

Skills acrobatics +5, athletics +3, stealth +5

Damage Immunities none

Condition Immunities none

Senses passive Perception 12

Languages common, ancient baklunish, baklunish

Special Abilities

Ki (*3 points/short rest*). Turoko's training allows him to harness the mystic energy of ki.

Turoko may spend a ki points on the following:

Flurry of Blows: 1 Bonus Action

Patient Defense: 1 Bonus Action

Step of the Wind: 1 Bonus Action

Deflect Missiles. Turoko can use his reaction to deflect or catch the missiles. When he does so, the damage taken from the attack is reduced by $1d10 + 6$. If the damage is reduced to 0 Turoko catches the missile and can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition he just caught, as part of the same reaction.

Actions

Unarmed Attack +5 to hit, 5 ft. range, one target *Hit: 1d4+3 bludgeoning*

Quarterstaff. *Melee Weapon Attack: +5 to hit, 5 ft. range, one target Hit: 1d6+3 bludgeoning*

party, hang back in fights, and then slay the expedition when it is weak. Otherwise, they will spy on a large group, and attack only if it is

reduced by death and wounds.

Even with the meagre wealth of his new companion included, the pair are nearly broke so Turoko is anxious to rectify this and will try and convince PCs to explore either the moathouse of Temple as soon as they can.

Zert

Like Spugnoir, Kobort and Fernok, Zert is an aspiring adventurer awaiting his chance at fame and fortune in Hommlet. He claims to come from a land "far to the north" and if pressed will explain he's from a little known land known as Blackmoor located far to the north of Furyondy, beyond the lands of Iuz.

Zert can drink great quantities without becoming drunk and he had advantage on any saving throw to resist the effects of alcohol. He has a large, muscular horse stabled at the inn and wields a battleaxe +1 that glows with an amber light in combat. He prefers to be unencumbered and eschews armor of all sorts but does wield a well-worn wooden shield.

Zert will happily go with adventurers for an equal share of treasure although he may have ulterior motives (Note: DM's discretion but Zert's story will feature in adventure module *H3 Routing out Evil*). Zert doesn't know any of the village residents and has only arrived in Hommlet 2 days ago.



Zert

medium humanoid, chaotic neutral

Armor Class 17 (unarmored defense, shield)

Hit Points 28

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	9 (-2)	10 (+0)	9 (-1)

Saving Throws str +5, con +5

Skills athletics +5, intimidation +5

Damage Immunities none

Condition Immunities none

Senses passive Perception 10

Languages common, euroz, old oeridian

Special Abilities

Reckless At the start of his turn, Zert can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Actions

Battleaxe. *Melee Weapon Attack: +x to hit, 5 ft. range, one target Hit: 1d8+x bludgeoning*

will glow and release the arcane locks for one minute before the locks re-engage. It functions from either direction meaning it can be used to both enter, and exit the temple area,

New Spells

Leomund's Lamentable Belabourment

3rd level enchantment (bard, sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

This devious spell distracts the subject creatures by drawing them into an absorbing discussion on topics of interest to them.

Upon casting the spell, the spellcaster begins discussion of some topic germane to the creature or creatures to be affected. The target must make a successful Intelligence saving throw or immediately begin to converse intently with the spellcaster to the exclusion of all other actions including reactions. As long as the spellcaster maintains concentration, they can maintain the spell, they can even leave at any time after the casting and the subject will continue on as if the caster were still present so long as concentration is maintained.

The target may make an Intelligence saving throw at the beginning of each of their turns in an attempt to break the spell's effect. The effect also ends if concentration is lost or if the target is attacked.

As long as they are not attacked, the creatures ignore all else going on around them, spending their time talking and arguing to the exclusion of other activities.



New Equipment

Cart, dungeon.

Type: Vehicle (Land) **Cost:** 15 gp **Weight:** 180 lbs

This small vehicle resembles a normal cart but is somewhat smaller and usually has leather, felt or some other material secured to its two wheels to help dampen the sounds it creates. It is commonly used by adventurers in their tomb and dungeon raiding activities and is easily pulled by a single mule.

Scarab of Passage. This small black scarab is inscribed with the glyphs TZGY. It is a minor magic item that deactivates the magical locks placed upon the Temple of Elemental Evil. When touched to one of the magically sealed doors, the stone

Greyhawk Rebooted

576 CY

Module H1 The Village of Hommlet

